Special Christmas issue!
95p December 1984

Personal Computer GAMES

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VIC 20 100 POKES OF MOLY TO WIN!

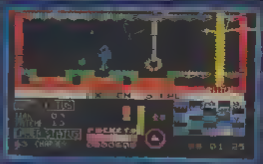
10 MEGA GAMES

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SIDE 1: SPECTRUM/BBC

JASPER! - Micromega
DANGER MOUSE II - Creative Sparks
STRANGELOOP - Virgin
BACKPACKER'S GUIDE - Fantasy
3D WARS - Aardvark (BBC)



SIDE 2: COMMODORE 64



BOULDER DASH - Statesoft
BLACK KNIGHT - Interdisk
CLIFF HANGER - New Generation
STORM WARRIOR - Front Runner
EUREKA - Domark

(If you can't believe it, turn to page 34)


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TITLE SCREEN

PERSONAL COMPUTER GAMES
DECEMBER 1984

COVER SENSATION
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COMMODORE 64
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SPECTRUM
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130 *Strangeloop* exclusive – a remarkable map mode up of 240 separate colour screen printouts.
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NEW YORK FOR FREE
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SCREEN TEST 47
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COMPETITION 93
The most exciting prizes around. You can win a holiday for two in New York, or a robot monitor plus copies of *Cliff Hanger, Strangeloop* and *Perils of Willy*

PROGRAM LIBRARY 100
High quality type-in listings. This month, a two player Spectrum shoot-out and a 64 Christmas special from Tony Crowther

ADVENTURE-WORLD 109
A touch of magic from PCG's White Wizard.

CHALLENGE CHAMBER 117
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GOOD BUY 151
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ARCADE ANGLE 157
Zap whom, crunch as martial arts hit the arcades.



And cwikey! i

First we jolly well put everything you need to start home computing into one box.

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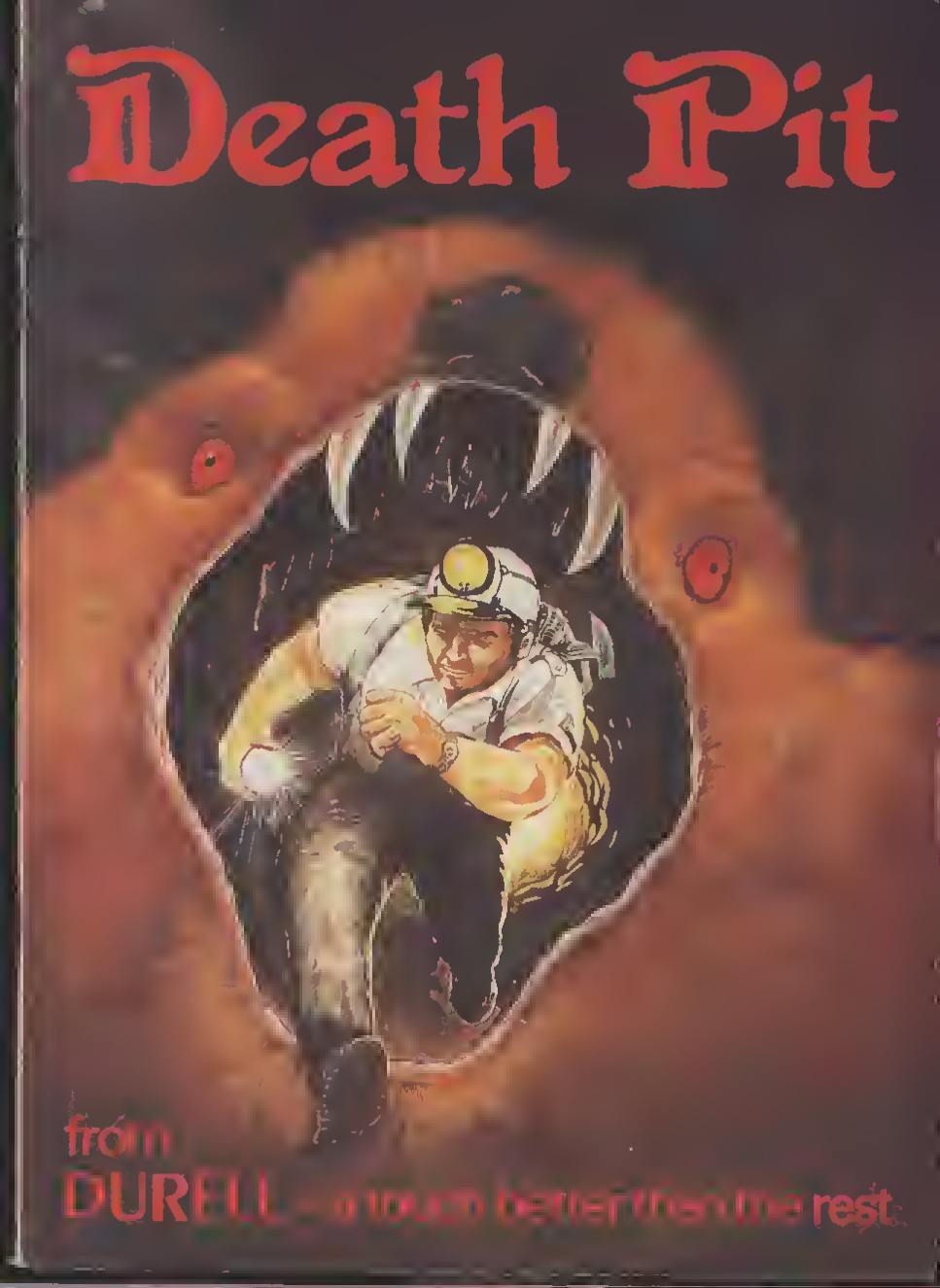
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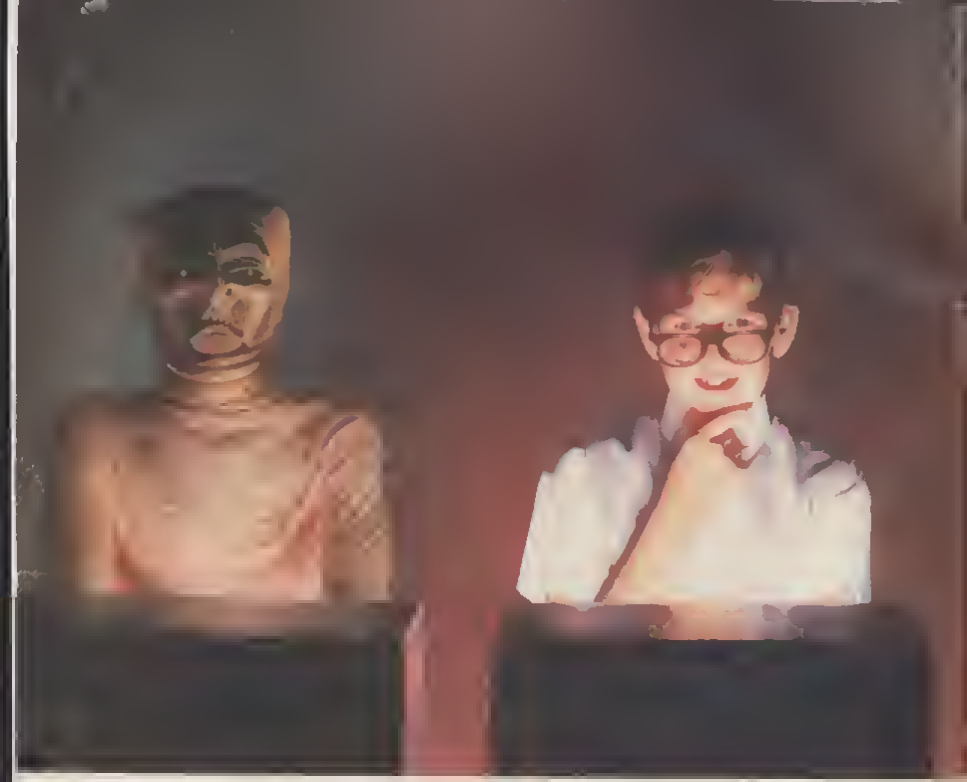
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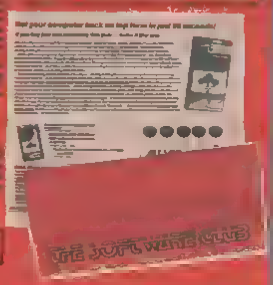
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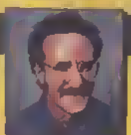


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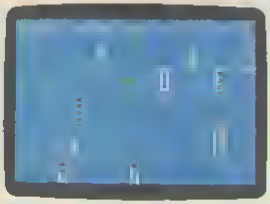
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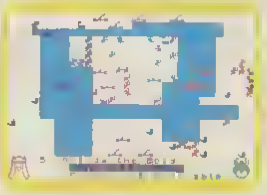
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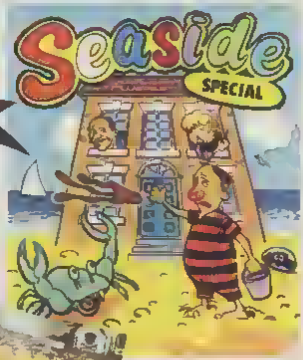
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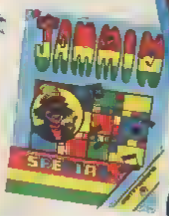
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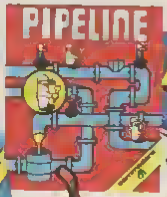




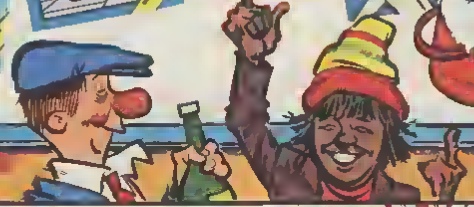
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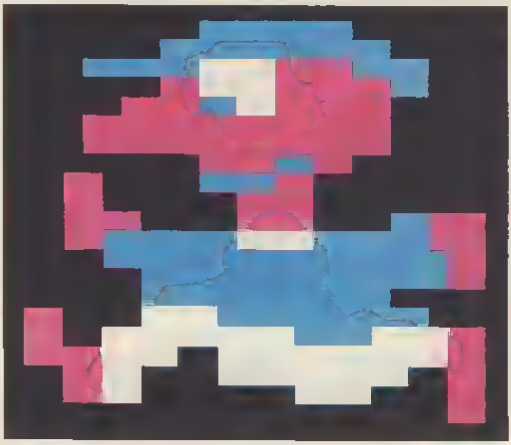




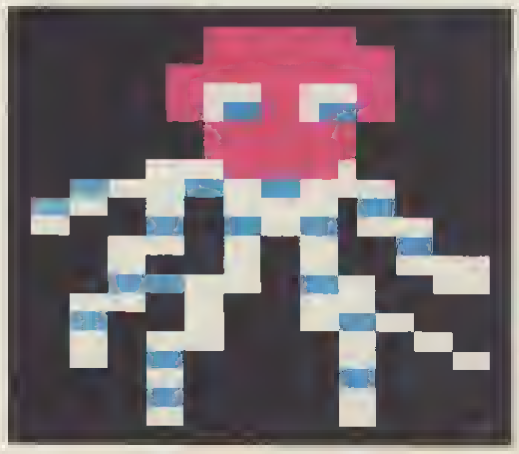
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A space fantasy. Earth is threatened by attack from Alien life-forms hatching out in space. You must first overcome the Guardians. Then into the Hatchery up and down escalators and ladders to crack the eggs before the aliens escape.

On fast loading cassette for the CBM64 £6.95

CATASTROPHES

Use a helicopter to build a hotel on an island paradise. But you have to move fast and design your building carefully because earthquakes, floods, storms and lightning can strike at any moment.

For one or two players. On fast loading cassette for the CBM64 £6.95



HI BOUNCER

An arcade type game featuring Mr Bounce and the Mr Men. But don't get the idea that it's just a kids' game. Far from it. There are four main screens each with eight levels of difficulty and complexity. Don't worry, there's also a practice program with slower speeds.

On cassette for the BBC B £6.95.

CEASAR THE CAT

Ceasar's cute and quick. Help him hunt the crowded shelves for mice who eat all the food. He must catch the mice before the food disappears. Outstanding graphics, animation and sound.

On cassette for the CBM64, Spectrum 48K, BBC B £6.95.



MIRRORSOFT

SOFTWARE FOR ALL THE FAMILY

Available from Boots, W.H. Smith, Spectrum and all good software stockists. Write for a free catalogue to Mirrorsoft, Holborn Circus, London, EC1P 1DQ.



Dear Readers,

Pssst!! The Editor s on holiday so for once us minions get the chance to write to you and give you the TRUTH! Now you're going to find out what s REALLY been going on here this month at the PCG offices It s been an absolute NIGHTMARE!

FIRST we got a Game of the Month that was so outrageously brilliant that none of us could stop playing it until the Editor banned it from the office and sent us all back to work. You can read all about it inside and have pity on us!!

THEN news slipped round that Virgin were offering us the chance of a holiday in New York but NO! The Editor put his foot down and said it's to be a competition for READERS ONLY!! You lucky devils you wait until we get our hands on you!

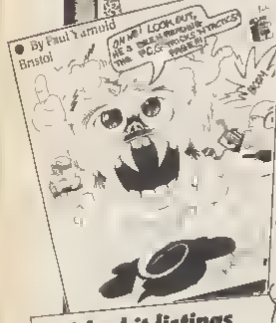
THEN the Editor tells us that there are so many stupendous releases this month that the magazine will have to be even THICKER – as if we haven't got enough work to do already!

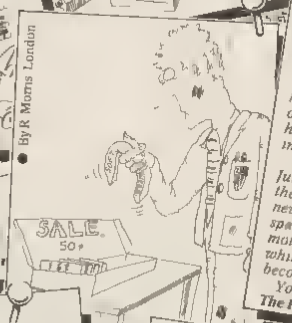
AND THEN some of the games this month turned out to be so mind boggingly addictive that we just couldn t stop playing them – even after work We haven't had a good night s sleep in weeks PLEASE is there a doctor out there? We need HELP!

If you thought last month s issue was red hot you d better drop this one in a bucket of water – it s on fire! Us poor slaves keep having to call out each other s names just in case someone s gone up in smoke!

Well?? What are you standing there for?? Just fuck through the mag and get a load of the most AMAZING games the HOTTEST news the JUICIEST competitions and spare a thought for US, because our own mothers wouldn't recognise the red eyed white haired w recks we're rapidly becoming

Yours in total desperation
The PCG Minions





£50 for hit listings

Okay you red hot gamesters you may be ace at getting high scores but how good are you at writing your own game?

Here at PCG we re always on the lookout for top-quality listings to publish in Program Lib rary What's more we pay a hefty £50 for the ones we publish And of course you achieve undying fame by getting your name splashed across the pages of the nation s hottest mag

Here's what you have to do Just send us your game on cassette for evaluation You MUST also include your name address and phone number (if you ve got one) a written or (preferably) printed listing of the program some notes on how the program works (vari ables routines etc) and a stamped addressed envelope if you want the cassette returned

Just one last thing – you must also include a signed declaration that the program is your own original work and that it has not been submit ted to any other publication

Well?? What are you waiting for?? Fame and fortune are waiting just round the corner get programming!

. . . And yet MORE riddles!

Q What did the Ghostrider say when someone said Hello ?
A Don t spook until you re spooken to
(Jonathan Lloyd Coventry)

Q Who wrote Attack of the Mutant Polo?
A Jeff Minty
(Stephen Beasley Nottingham)

Q Shall I tell you the joke about Trashman?
A Better not It s a load of rubbish
(Maurice Mahen, Swindon)

Q What s the difference between a shoebox and a ZX81?
A A ZX81 has wires attached to it
(Steve King, Burton on Trent)

Q What is a punk s favourite game?
A The Yobbit

Q What is Brigitte Bardot s favourite game?
A Fort Apuckerlips
(Dominic Lloyd, Camberley)

Q What do computers like to eat?
A RAMburgers
(Terry McLean, Brockley)

Q What do you get if you load a 3D shoot em up and Chuckie Egg together?
A Hen counter
(R P Knights Spalding)

Q What did the Mutant Telephone say to Miner Willy?
A It s for you

Q Why did Thor cry I m Thor! while riding his favourite horse?
A He forget his saddle
(Steven McLean Alyth)

Fill this space

We d like your contribut... on our notice board ... ...ctions newspaper cutt... ...s and theme comput... ...takes odd riddles If we p... ...ish yours you ll win a ... ...(thats forty ar... ...) to Cot... ...ough

Low-profile thankyou...

Many thanks to G & T Computer Electronics for the loan of the Lo Profile pictured on page 45

Oric turn to Europe

Oric s difficulties in 1984 considerable debts suits and counter suits in the courts – have led the company to admit defeat in the UK and foeus its attention on the European market.

This means that the release of new games from Ransoft the software house now owned by Oric is being delayed in this country while translations are made for the continent

Oric s marketing manager Terry Shurwood said the UK has not been particularly receptive to the Atmos This summer saw the price of the Atmos tumbling from £180 to under £100 Oric s share of the market sticking at around 3 in France though Oric has around 50° of the home computer market

British Oric/Atmos owners can t expect to see Tansoft s new games until the end of November at the earliest

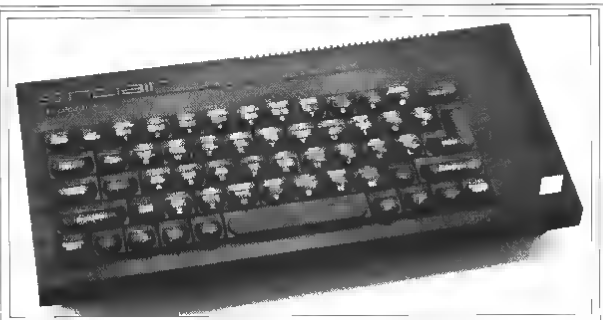
Although Tansoft will continue to produce software for the Oric/Atmos other software houses were not so sure that they would stay with the machine Ian Sinclair of IJK – producers of Oric blockbusters *Xenon 1* and *Zorgon s Revenge* – said the company would be releasing more titles before Christmas but was not sure of writing any more next year

The only good news for Oric owners in Britain is the launch of Orpheus who are kicking off with three new 48K games

Buzby's games

British Telecom have ventured into the software market under the name of Firebird Software They have launched 20 games for the Spectrum Commodore 64 BBC and Vic 20 all of which will retail at £2 50

The games are known by the collective name of the Silver range and nine of them are for the Spectrum The games should be available now at many high street outlets and some will be reviewed in our January issue



Keyboard package

No it s not a QL for midgets it s Sir Clive s new machine the Spectrum Plus

Plus what? Not a lot really Inside that sleek black casing beats a good old-fashioned Spectrum running good old fashioned Spectrum software

The obvious difference between this and previous Spectrums is the keyboard which has always been the feature most criticised Unfortunately Sinclair have fitted something which feels even worse than the QL and nowhere near as good as keyboards available from independent suppliers (see this month s peripherals feature)

But as well as reset buttons a separate delete key and fifteen other new keys the Plus comes with £50 of software and it s probably this innovative feature that will tempt the prospective buyer Included in the package are Psions *Scrabble* *Chequered Flag* *Chess* *Make a Chip* *Vu 3D* and *Tasword 2*

The Spectrum Plus costs £179 95 The 48K Spectrum costs £129 95 Buyers will have to ask themselves whether they really want to spend an extra £50 for the Spectrum Plus keyboard and free software The alternative is to buy the old Spectrum and spend the £50 on a better keyboard from an independent supplier

Pirate deterrent

The battle against software piracy goes on and right in the forefront are Software Projects The company are not a member of the Guild of Software Houses and as an independent want to act very positively to stamp out mass piracy

The company s latest releases are all on light blue tapes and wrapped in a cellophane cover with a tear strip bearing their name and logo These two features will be extremely difficult and expensive for pirates to reproduce and more important ly from the company s point of view will enable Trading Standards Officers to track down the pirates and bring them to justice much more easily and quickly

Colin Stokes of Software Projects said that he was already aware of several cases being brought by the Trading Standards Office and that he may be spending most of 1985 as a witness



Electron add-on

Sure-fingered Electron owners will be pleased to hear of another joystick interface for the machine from Power Software

This plug in cartridge costs £24 95 and will connect any Atari type joysticks on virtually every game whether written for joysticks or not

At the same time Power are bringing out a BBC software utility called *Frantic Fingers* which enhances joystick and keyboard control in the Beeb This will retail at £3 99



Ocean to use the Imagine name

Ocean Software have bought the right to use the Imagine name and logo and intend to launch a new Imagine games company soon.

Ocean director David Ward explained the move as an attempt to use the label as our premiere games imprint and to exploit the great amount of goodwill especially in Europe – surrounding the Imagine name.

Along with the name Ocean have also acquired some completed games. One is *Baseball* for the 64 while another is a massive animated adventure based on a Greek myth. All new games software from the Ocean stable will be marketed under the Imagine label including the follow ups to *Kong* and *Hunchback*.

Ward sees the acquisition as an important step in Ocean's strategy for the future. There is a growing market for people who don't just want to play games on their computers he says. He forsees the Ocean name being used to market the range of utilities and educational programs he expects to become increasingly important in 1985.

And how much did it cost to buy the Imagine name? Ward was unwilling to name a figure but added that it was a lot of money.

● *Bandersnatch* which was 75% complete at the time of Imagine's collapse will survive but on the QL instead of the Spectrum. Sinclair have bought rights in the mega game from Imagine's liquidator and it will be completed by a new company called Firebird.

A spokesman said that Sinclair also have options on one or two other Imagine games under development.



Bucks Fizz for MS sufferers

Stuart Henry's *Top Quiz* Baker of the pop group from Bellflower Software has produced a donation to the disease Multiple Sclerosis.

Mike Nolan and Cheryl of Bucks Fizz presented DJ Stuart Henry who suffers from the disease himself with a cheque for £2 100 on behalf of Bellflower.

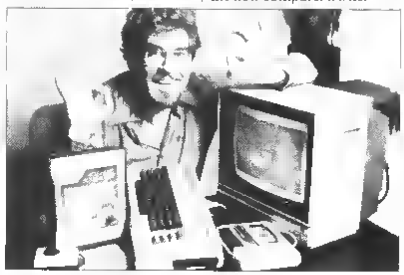
Compilation games

Computer Records have now finalised the release date of their compilation of previously marketed programs.

Initially there will be two packages one for the Spectrum and one for the Commodore 64 each containing 12 games on one tape. The games are all from leading software houses.

Both tapes have versions of *Hunchback Mr Wimpy Kong Dems Through The Drinking Glass* and *Moon Buggy*. Also on the Spectrum tape are *Space Intruders Transversion Missile Defence Pool Spectres Meteor Storm* and *Time Gate*. On the 64 are *Galaxy Hexpert Ring of Power Skramble Purple Turtles Cosmic Commando* and *Starbase Defence*.

The tapes will cost £12.49 for 12 games and the packages should be available now at major retail outlets. It looks like a great Christmas gift for the new computer owner.



QUICK ON THE DRAW

Budding artists on the Commodore 64 are being spoiled rotten with the release of three picture drawing packages two from Commodore themselves and one from Quicksilva.

The two Commodore programs are *Rolf Harris Picture Builder* and *Tony Hart's Art Master* both of which contain some sample pictures to help inspire you. The programs will sell for £9.99 on cassette and are available now.

Doodle is a colour sketch pad from Quicksilva and comes in disk form at £14.95 and allows you to dump pictures to your printer.

At this rate the Tate Gallery is going to be flooded with computer art from impressionist abstract and cubist programmers.

VIOLENT AND FAST

IJK's *Rocketball* for the 64 a game which the company's Ian Sinclair says makes *International Soccer* look sick is based on the film Rollerball.

This two player game is available now and costs £7.95.

Willy hits the '64

Jet Set Willy has arrived on the Commodore 64 to the joy of all those platform fanatics and the horror of those in need of sleep.

The game is almost identical to the Spectrum original and does not seem to have taken advantage of the 64's power. Nevertheless it is bound to be a big hit. The game is available from Software Projects and retails at £7.95.

NEW RELEASES

FROM RECORD TO CASSETTE

You've heard the record you'll see the movie and now you can play the computer game *Ghostbusters* the game of the smash hit US film is now available from Activision on the 64 Spectrum and MSX machines at £10 99 £9 99 and £11 99 respectively

Ghostbusters has been programmed by David Crane of *Pitfall* and *Decathlon* fame and has been released to coincide with the film's launch in Britain at the beginning of December Activision are mounting a big publicity campaign to promote the game and expect it to go to number one in the charts

NEW GAMES FOR NEW NAME

A new name in the industry is Sterling Software who have released three games including one title on the Amstrad

The latter is called *Country Cottages* in which you play the part of a landlord buying selling and renting property to some loopy tenants The game is also available on the Spectrum at £5 95 with the Amstrad version costing £7 95

Orpheus in the Underworld is an arcade adventure on the Commodore 64 for £6 95 and *Assignment East Berlin* is a text adventure for the Spectrum for £5 95



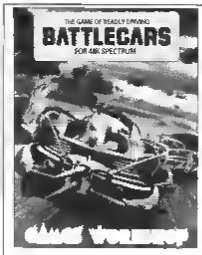
● Arthur and Tel celebrate their transition to the home micro (see 'TV games')

FIVE FOR MSX

Mr Micro have converted five of their titles to run on MSX machines *Crazy Golf Humphrey Cubit Zaki Wood* and *Punchy* are all in the shops now and change hands for £6 90

THREE CONVERSIONS

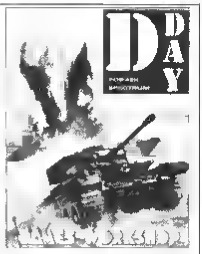
Mogul are converting their Commodore 64 titles for the Amstrad *Fire Ant* is available now while *Zeta 7* and *Murphy* are expected to be in the shops soon All three games should cost £7 95



WAR GAMES

Games Workshop the people who first introduced the role role playing board game *Dragons* are moving into the computer games market

Their first releases *Battlecars* and *D Day* should be in the shops now for both the Spectrum and Commodore 64 at £7 95



Battlecars is set in the year 2081 The player has to build a car arm it and then take on a hostile warrior *D Day* is a two player war game set during the Normandy landings of 1944 The players take German and Allied sides and move their forces through a 63 unit scrolling map

TV GAMES

DK tronics have launched *Home Sweet Home* a game featuring those cartoon favourites Popeye Olive Oil and Blnto The game casts the player as Popeye and takes place on a building site where he is trying to build a home for Olive and Sweet Pea

The game is available on the Spectrum Commodore 64 MSX and Amstrad machines at £5 95

DK tronics are planning the release of several more games based on popular TV and cartoon characters In the new year we should see games inspired by the Thames programmes Minder The Sweeney Benny Hill and Rainbow Also appearing will be a game starring Hagar the Horrible the beer swilling Viking of the comic strips

In line with DK's new strategy all these games will be released simultaneously for the four machines mentioned above

CHEAP TAPES

Mastertronic have released four more games two are conversions of Commodore 64 games for the Spectrum while the other two are original games for the 64 and the BBC

Starace is the new 64 game and *Challenger* is for the BBC The two conversions are *Space Walk* and *BMX Racers* As usual all four tapes will cost £1 99 each

NOVEL PACKAGES

Century Software a new competitor in the games market look set to make a big impact with their first releases

On the BBC they have *The House Ford* an arcade game by Jonathan Griffin author of such BBC classics as *Snapper* and *Rocket Raid* In the game you play the part of the nobleman Aldric who has to survive the Messenger's ride armed only with his sword and bow

The game should be in the shops now and costs £7 95 or £12 95 with a copy of the novel on which it is based

On the Spectrum Century are bringing out *Legend* an adventure game based on the fantasy novel by David Gemmel The program comes in two parts and the package includes a copy of the book

Legend features animated graphics 120K of text and will be available at the end of November The package will set you back £14 95

Century have also produced three arcade games on the Spectrum *Scuba Attack Tachyon Command* and *Warlords* which should all be in the shops now at £6 95 each

Commodore 64 owners can expect to see *Skyline Attack* in the shops at the end of November The program is a shoot 'em up scrolling through twelve cities and costs £7 95



THEIR FEET IN YOUR HANDS.

O.K., so you like to think you can play football like Pele

Well, now's your chance to prove it

With the best football game that's ever been seen outside of Wembley

Not only is International Football startlingly life-like, but it gives you near perfect control over the players

The ball's at their feet, and their feet are in your hands

You can kick the ball and you can dribble it. You can pass it or even head it

And every time you belt the ball into the net, the crowd cheers madly

How often you score depends on how good you are. It also depends on the level at which you choose to play

Altogether there are seven levels. From good amateur to well, good professional

You can choose the easiest level of play, so long as you don't expect a walk-over

Or, if you fancy seeing what it's like to play in a Cup Final, then you can always choose the most difficult level

Or play safe and choose somewhere in between

At each level you're able to play either a friend or the computer

(But be warned, it plays a pretty mean game does the Commodore 64)

You can also choose your team's colours, and those of the opposing team

Which is great

It means you can play for Chelsea one day, and QPR the next. Or Celtic, then Rangers

Imagine that

Or you can play in your own team's colours against Liverpool and thrash them

With International Football you get all the atmosphere of a Cup Final spectacular in your own front room

The game is a real test of skill, dexterity and speed, and guaranteed to very quickly drive you football crazy

Like all of our software, International Football has been designed to make the very most of our hardware

Commodore software. It costs no more, even though there's more to it



INTERNATIONAL FOOTBALL CARTRIDGE £14.99

We've got the TALENT

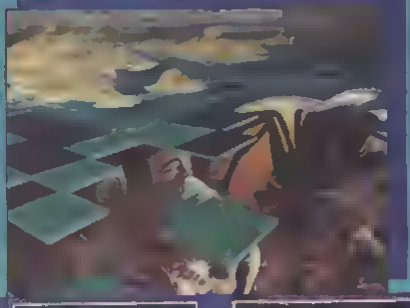
and our games prove it!

Amazing graphics, fast and furious action, challenging strategy, compelling adventure – this first wave of games from TALENT has got the lot!

Written by professional computer scientists using powerful new programming techniques (which in some cases we developed), these games have combined to give you the very best...

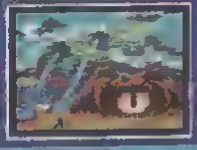
Kalah

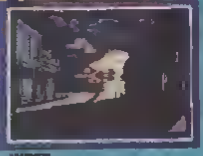












KALAH

One of the oldest games in the world! Digitally played by Rebecca – using pebbles and holes scooped in the desert sand the strategy game has absorbed the mind of man for thousands of years! Superb graphics and mouse control a choice of levels and depth of search! Easy to learn Tiredly difficult to beat!

Commodore 64 Cassette £7.95 Disk £8.95

SPECTRUM 48K CASSETTE AND 'FAST LOAD'

LASER REFLEX

A new arcade-style game. Against time and the evil Dr Maldor you must penetrate his defences and destroy the alien nerve centre before it destroys you. Use your laser and a powerful arsenal of deflected lasers, giant mirrors, flying eyes and bombs to defeat your enemies. How long can you hold out before your defences crumble

BBC Model B Cassette £7.95
Electron Cassette £7.95

SPECTRUM 48K 'FAST LOAD' WILL SHORTLY BE AVAILABLE ON SIMULTANEITY

ARCHIPELAGO

Have you what it takes to be a master of the ancient Archipelago? Seven islands with the secrets of the Archipelagan Empire buried deep under the sea. Only you have the guardians of the treasure mark your every move waiting to trap you with a terrible vengeance. How long can you survive?

A fast moving action packed game with stunning graphics animation and music

Commodore 64 Cassette £7.95 Disk £9.95
(joystick needed)

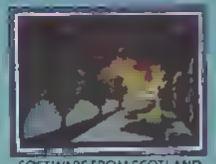
WEST

A compulsive adventure game set in a ghost town in the W & West! You task: to flush out a gang of bank robbers and retrieve their loot – with only your trusty sheriff and your six shooter to aid you!

Realtime speed of play drives your skill at cards your powers of survival!

The first of a stunning series of adventure games from Adlard Black played in real-time

Commodore 64 Cassette £9.95 Disk £12.95
BBC model 'B' (fast only) Cassette £7.95
Electron (fast only) Cassette £7.95



PANORAMA (H)

An outstanding graphics package for the Commodore 64 features include: menu driven screen, cursor driven, block move, copy and reverse, magnification choice of cursor speeds of two, plus many more special features and options. PANORAMA H uses hi-res allowing full use of the Commodore 64

Commodore 64 Cassette £17.95 Disk £19.95

The programme is menu driven and comes with a comprehensive illustrated instruction booklet.

SOFTWARE FROM SCOTLAND

Talent games are not to be seen alone from your local software retailer or part of the export range

TALENT

Curran Building 101 St James Road
Glasgow G4 0NS Tel 041 552 2128

INSTANT CREDITCARD 24 HOUR ORDERING SERVICE TEL 041 552 2128

TO: TALENT COMPUTER SYSTEMS FREEPOST (no stamp required) GLASGOW G4 0BR

Please send me the following items:

PANORAMA			
PANORAMA H			
ARCHIPELAGO			
ARCHIPELAGO			
KALAH			
KALAH			
WEST			

TOTAL PO

Please add my ACCESS/BARCLAY TRUSTCARD

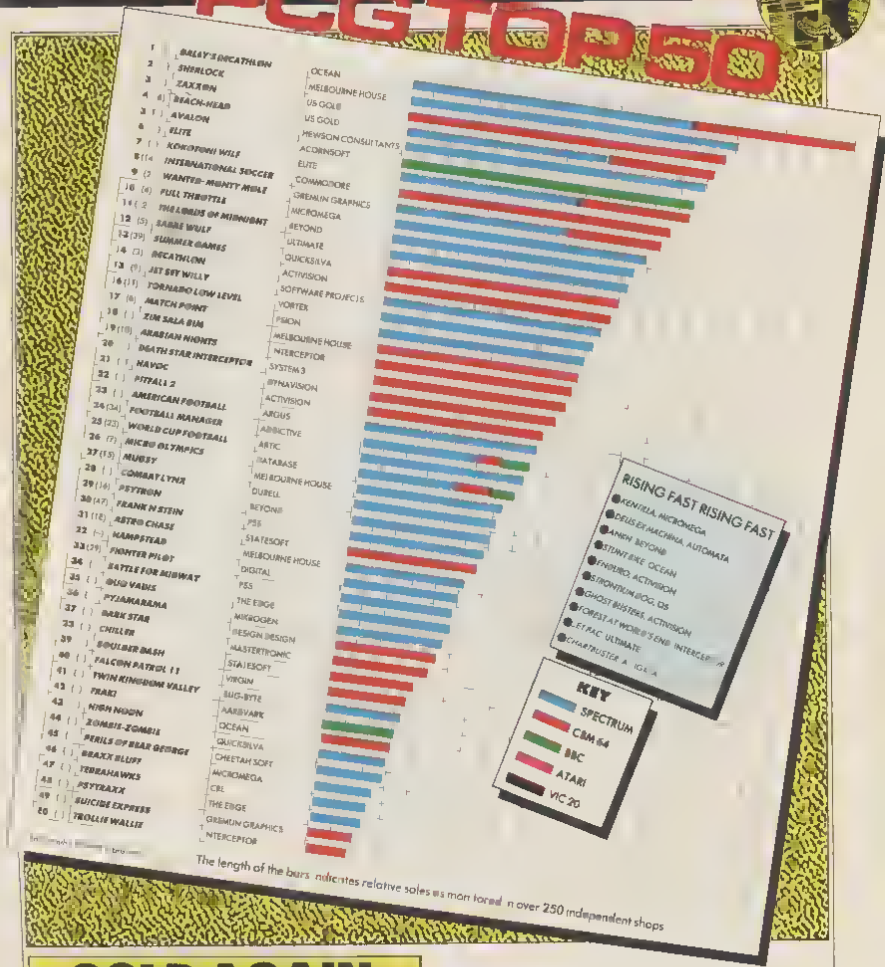
Expiry Date

Name (inc. title)

Address

Tel

Signature



GOLD AGAIN FOR DALEY

Leaving the competition behind in a cloud of dust is ***Daley Thompson's Decathlon***, number 1 for the second month running. Its success is no doubt linked with the huge popularity of *Track and Field* in the arcades plus the fact that the game is selling on both Spectrum and Commodore 64 – looking at just 64 sales Ocean's game is well behind its rival versions *Summer Games* from Quicksilva and *Decathlon* from Activision

Meanwhile Melbourne House have soared to number 2 with ***Sherlock*** that's despite its £15 price tag. Told the news spokeswoman Paula Byrne said That's great our first production run sold out in three days Let's hope it stays there till Christmas

The most impressive new entry is ***Elite*** for the BBC by far the biggest selling game for this machine in months

It's interesting to note the struggle for supremacy between sales of Spectrum and Commodore 64 games – Spectrum is still ahead but the next few months could just turn the tables

It's a shame about ***Manic Miner*** which after well over a year, has finally dropped out of the charts – but with new versions of the program coming out shortly it could yet make a reappearance

This month's Game of the Month ***Boulder Dash*** is in at number 39 – and if there's any justice in the world it should be heading for the top Watch this space

MICROSPHERE



Skooldaze – the game that has everything – excitement, drama, comedy, tragedy, catapults – – – join our hero on a madcap romp with your favourite characters – the wicked headmaster, the nutty professor, the ancient history master (the history's quite old, too!) and, not forgetting the swot and the school bully.
Speech bubbles, amazing animation, great graphics

£5.95

Skyranger – petrol the air between the skyscrapers and make the city a safer place to live. 3D like you've never seen before, showing what a Spectrum is really capable of with the right programmer.

£5.95

Wheelie – In February the CRASH magazine reviewers thought this was one of the most addictive games ever. At a rough guess I'd say they were addicted to this game

£5.95

All for the 48K Spectrum.
Available from all good computer shops.
or direct from: **MICROSPHERE COMPUTER SERVICES LTD,**
72 Rosebery Road, London N10 2LA



WHISPERING HORACE

World leaders

Who do you think are the world s leading hardware manufacturers? IBM? NEC? Oric?

Wrong wrong wrong Horacc can now reveal the startling truth A top secret press release on my desk states that DK tronics are ac knowledged as the world s leading hardware manufacturers Well it s ob vious when you think about it They produce a Spectrum keyboard

Crawther v Gremlin

Yes chums I bring sad tid ings The happy marriage be twcen the famous Tony Crowther and up and coming Gremlin Graphics has not lasted After leading in re cord time to the joyful birth of *Potty Pigeon* and *Wanted Monty Mole* unhappiness and strife have set in and at time of writing divorce seems a certainty

The separated parties are now wrangling over the cus tody of Crowther s latest offspring *Suicide Express* a hit in the last issue of PCG but so far not released Alas I hear the bust up has resulted in that excellent program being whipped off this jour nal s cover cassette at the last moment pending resolution of ownership of nghts to the game I fear it could do even worse and further delay the game s release

Tell me someone where oh where will super star Tony find a permanent partner?

Damned by fake praise?

Flicking through the letters being considered for publica tion in this issue I noticed a couple in praise of the much publicised *Kokotoni Wilf* from Elite Interesting as these letters are they re not nearly so intriguing as a letter which floated into my mail box the other day from the direction of Tyne & Wear

Several companies it says have recently started offering prizes for the first people to complete their programs and Elite are no different with their recent offering *Kokoto ni Wilf*

However after applying to Elite for the prize I was dis gusted to receive a letter de tailing another competition with the reward of meeting Lee Majors To win the second competition you must be one of the first five to have a letter published in a comput er magazine praising the game

This in my opinion is in very bad taste *Kokotoni Wilf* is in fact well worthy of praise but I feel it should be won honestly and not through bribery

PS If you decide to print this letter please omit my name and address in case it is misinterpreted as an entry for the competition itself

Naturally I got on the blow er to Elite straight away Come on chaps I said surely this isn t true? Oh but it is We only sent the letter to people who had praised the game to us whispered Elite But on reflection perhaps it was a little over the top

I should say so You will be relieved to know that Horace has made representations to Ms Hemens and prevented aforementioned praise letters seeing the light of day in PCG

HOT GAMES WINNERS!

The Hot Games Competition in our September issue produced an astonishing response Out of the several THOUSAND correct entries the following 300 people came up lucky Each wins a copy of the game for their machine

Pharaoh's Curse — Vic 20

Correct answers 1 *One trea sure* 2 *A poison dart* 3 *Another screen*

Russell Chowdhury Mid eld I Robins Sou hamp n Scott Benton Aberdeen Stephen Head North Humberside Alan Parfitt Surrey Stuart Monk Eas h ngh Po Shan Chung Caithness Andrew Pmrose Ha ngton John Bell Gorseby Darren Mills South Humberside Michael Iron Saltdale P C Colin Cle dgn Gary Bechnit Man h ster Paul Cannes Wan M llands Hedley Piddington Redditch Ashley Grif fiths Swansea Robert Kingham Reading Nick Pellitt Camb ngs Kenneth Hannah Blackburn Calan Zamko Kent Robin Levy Essex A Jeffenes Ilkley Ilmon Mark Knight Chesh n Simon Watts Stat n Col nall Frank Charles Rail Aberlour Paul Hud son M den Kirsten D Williamson Telford Robert Orders Hertford Kevin Jaques Aldersh t G McLean Cn Kilsyth R T Chand ler Hind n Mall Mohmmad Regent James Moorcroft Burnley Steven David Ashley Leigh Jason Blackburn Fareham M M Mast Rochdale Darren Mussell Cambridges Admin Taylor Dorset Lee Winsini Sain Ingmeen Patel Bolton Ian Paul Bragg Manchester Nathan Rowlin son Tewkesbury Lee Lebrenan Ingworth Hook Sweddon Emma David S Whille Roll n Joel Butcher Norwich Paul Mid ment Reading Robert Creasey Mirkfield Chris Finch Wadhurst Mr Matthew Rauch Hope Robert Kitchen Bradford Ashton Mid dle Aylesbury Gary Roberts Derby Spencer Bingham Famham Gui mond Mark Liebenmm Hornchurch D Copeland Dumfries Sinan Lubeil Tommy Leggatt Blenkyre Barry Whetling Reading Mark Jenkinn Nt Broxgend Admin Payne Nt Peterb rough Alan Wheatley Hamffire S Sinan Lon don Ian Adalja Ilford Ivan Wingh Cath nnm Barry Gillingham W Wigan Robert Crow Ed gh n Neil Whittaker Consb Paul Wanginonney Corsby S Tolfrey Croydon Stephen Brand Peterborough I M Pudfield Irvine James Carr Ipswich Shelye Sutherlands Cond David Mnrry Broadwell Gary Males Rugby Clinn Tur ner Tavistock Elliot Mant Bishops S Boreham Cheshire Andrew Hedley N rd Cumberland Robert Gndges Preston Martyn Hooten Wellnghnrough Graham Hunt Exmouth D Winnerwoks Cornt Jamie Starr Dial John Chilton Middles brannigh Simon Weston Aire n Inln Bradbury I wdmbnn h Michael Gurney Knebworth Clive W Lewis Iand Mark Barren Coalridge Alistair Brown Eleven land Michelle Rommon Nt Ipsh th Armagh Pemley Wimbine Darren Weal Northampton Cmenn Reid Ayrshire Owain Jones Anmand rd Andrew Press land Lain Paul Ian Atkinson Peterbo ough GrimmaClark I t b n ngh

Quo Vadis — Commodore 64

Correct answers 1 *A sceptre* 2 *383* 3 *46*

The winners f Morgan Barry C J Cheverton Isln nt Wight James Moon T Inm Gavin Richmds Rs m s A Wheat Norwich R H ndle L ndon David W Astin Anghinn I okhmmdn Rant Nowas n rgton Tom Sean A Harvey Colneoath Stephen Foxwell Fmvy Peter Young Mn peth Tony Almond Gondon Graham Ritchin Aberdee Michael Peters Dudley David Cowes Ward nhead Midmdln Bergh Frilnld Peter Martin Tynn nal Wn Ian Cny West Dant n David Pallat Mersey da Inn Ross Cardiff Steven Gill Kmng Neil Bntcman Hnt Stephen Ben nall Pressgyn Mark Rinbwood Wadsmam tow Mark Kilby Pres nn Paul Morrin Nt Bnmn Ian D Rnbertson Sunbury n Thorne R Smith Black all Simon Eyre Sheffield Andrew Morris Smnhlm ough All Yildrem I nd n H Skingley Carlbn Paul Towey Lnnm Simon Noon Cnm Chris Eastwood Shl n Andrew Shepherd Shipley Alex Peat Pe kmhlm R Hamson Reading Simon Minhnal L Simon Dudley Staffn Gary Wnlkns Glas gow Mark Dewar Man hs n Tim Dodg son Cl e hnrs Mark Hutchinson Manches ter Gary Wesley Sc ng Stephen Marsh gnnt Matthew Fletcher Oxon Jnl nn Cnes ford Tadley Paul Jones Wrexh m Lisa Pinlinn Tn Knnhm Gary Wnlnk War m n n I ward Thompson Rnh pool Pe ter Williams Powys Ian Mc Millan Pe low Mn MacCollum Bn hinn Gordon Smith Sw nd n John Davin Hnhn J K Mnrston Wnlh nn Matthew Pmrm Mid mnshire Steve Platt Enfield Hamm Dun ning Fnrmstnd Rnnhnld Gough Chp pentham Robert Connnlle Wnhnd n Graham Roberts Nnrth Andrew Shpstn Trnwn nh Cnrrgg Smith Edinburgl Mal nnlm Crawford I n hlnn Andrew Camp bell Edinburgh A d I I crpn David Young Bnc nnfnld Mark Hnnhlm I mnnll M Partlnck B ghnn Chnn Hnnkes Cl yd Andrew Adwink Dv l I James H l e Martin Dean L hdnn Gat reth Cnshmnn I ndn Edward Sharpln H pg Jnllan Hnwkins S nn set Paul Rnhinn Snlt Phlg Engn H n Paul Wood N D k Steven Jesshen Tam w rth Michael Bnmnn Cst th Bnnley Mahbnll Odnl d n Ian Bartram Cam g l Nchnlnn Barnett I mnrtin Sunil C Kanwal Lenes Richard Enap e n tcnsh re Stevan Tnovan Rn well Daniel Mann Freeman Cnwes Pan Rnghtley Andr i Ian Bannrnft N Nnn n O Hgg gnn Snchary Mnthew Brnughton Up m nn Robin Dnll nn Wasa Richard Dgby Gnnge n Joseph Snnw Wnrdnes l Richard Mnrlmn Dvn l Mnnhard Jnnk son Wh h e

Booky and the Egg Snotchers — 48K Spectrum

Correct answers 1 *Eggs* 2 *Troogle (or nitrogen bombs)* 3 *Green worms*

Scott Liddell Edinburgl Gregory King Bnnk nghnm sh re Jnnathon Cnnh I nd wnnd A M Slater Wnlsdn Ian Fletch er Tnbny R J Lynch Rnchmnnd Michael Aherne Ab rdeen John Chishnm N rthnmpt Charles Prnll S ny Paul Mnlley Lnmnx l Alan Evans Bn brnok Sagn Mnghm N rwich Christopher Whithnm Nnrwich Patrnh Powell Wa m A Gnnm Nt H hn Paul Wadsworth Snnhnmpton Richard Tinnn Bnstnl Richard Beattie N dgnn S Mnrchant Snnhnm Michael Quance Mnnhlm w James Gnndwin Bradley Craig Baldwin Dnnnnbl Bnnn Tnschnez Anne mn fasnn Kilnet Barnsley Kevin Rnith I h D Edwards Cnvt Nnd Waterhnnse Sn h way Andrew Hill Bnnglnn Perin Arnnld Nnbld Alnn S Mdnes Cnnn t dhan J Tnlnall Bnngnw S Sparrin Avnn Michael Rnwdnlsh Snnrnn Flint de Knh H g nnnn Hnlnl A Cnpe Fl r Rnd J I Buckley Alfnn n D J Matthews Tnnwnll Tony Cnnes Dnnnnbln Martin Tnggn De by Stivn Anandam vnm Petns Bn Kevin Spnns Lnnnnn Lee Windley Rngby Nathan Cnnnhnm Nnw pnrt Matthew Fletcher Oxnn Jnl nn Cnes ford Tadley Paul Jones Wrexh m Lisa Pinlinn Tn Knnhm Gary Wnlnk War m n n I ward Thompson Rnh pool Pe ter Williams Powys Ian Mc Millan Pe low Mn MacCollum Bn hinn Gordon Smith Sw nd n John Davin Hnhn J K Mnrston Wnlh nn Matthew Pmrm Mid mnshire Steve Platt Enfield Hamm Dun ning Fnrmstnd Rnnhnld Gough Chp pentham Robert Connnlle Wnhnd n Graham Roberts Nnrth Andrew Shpstn Trnwn nh Cnrrgg Smith Edinburgl Mal nnlm Crawford I n hlnn Andrew Camp bell Edinburgh A d I I crpn David Young Bnc nnfnld Mark Hnnhlm I mnnll M Partlnck B ghnn Chnn Hnnkes Cl yd Andrew Adwink Dv l I James H l e Martin Dean L hdnn Gat reth Cnshmnn I ndn Edward Sharpln H pg Jnllan Hnwkins S nn set Paul Rnhinn Snlt Phlg Engn H n Paul Wood N D k Steven Jesshen Tam w rth Michael Bnmnn Cst th Bnnley Mahbnll Odnl d n Ian Bartram Cam g l Nchnlnn Barnett I mnrtin Sunil C Kanwal Lenes Richard Enap e n tcnsh re Stevan Tnovan Rn well Daniel Mann Freeman Cnwes Pan Rnghtley Andr i Ian Bannrnft N Nnn n O Hgg gnn Snchary Mnthew Brnughton Up m nn Robin Dnll nn Wasa Richard Dgby Gnnge n Joseph Snnw Wnrdnes l Richard Mnrlmn Dvn l Mnnhard Jnnk son Wh h e

KERIAN SOFTWARE

GRAB A PIECE OF THE

ACTION



Motorcycle Crazy is a graphic adventure where you as the central character must find the AWARD and return it safely to Ariel Castle. Unfortunately for you there are several pitfalls awaiting!

£5.95



£5.95

Meltdown is a new class of arcade style games for the 48K Spectrum! This totally original game sets you in the not too distant future where your task as service engineer for ACME Nuclear Reactors is to prevent overheating of the reactor on the planet Haras.

£5.95

The Crystal Frog is a traditional adventure program for the 48K Sinclair Spectrum. You play the role of the main character with the computer acting as your eyes and ears. The object of the game is to find the fabulously valuable Crystal Frog and return with it intact. It will not be easy.





£8.95

You miss on should you decide to accept his go to a place deep within the KGF's stronghold from where no one has returned alive. We have only one message from your predecessors sho by a blood curdling scream. Nothing is what it appears to be and

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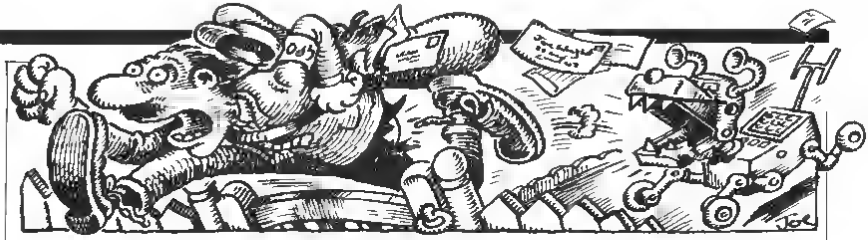
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BYTE-BACK

SAMANTHA HEMENS replies to a selection of letters from our ever-growing mailbag. It's great hearing from you, even though we can't always give individual replies. Write to: Byte-back, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

Door-stop swap

I write after having been converted to your magazine from another famous magazine which deals with Computer and – Games Anyway this mag dealt with similar topics as the ones you deal with but the standard was not up to scratch Not only did it deal with its readers like illiterate morons but it would not recognise good games when it saw them

Now flicking through the pages of other magazines in my newsagents your's caught my eye A healthy section for reviews Horace's gossip column and tricks and tips are just the highlights of your magazine

However Barrie Ellis nearly ruined the October issue for me Now Mr Ellis some how I would rather not use my Spectrum as a door stop The spectrum keys may make you sick but your lack of keys tends to make me rather pale also I would not go as far as to say that the VCS is only for monster zapping idiots but if I could program it I would

Many more people in England have found the Spectrum better value for money Which I am afraid to say would relegate my VCS (if I had one) to a doorstop Maybe Barrie we should swap doorstops

Peter Winch,
Sussex

Quo Vadis – nearly finished!

Although I've only had *Quo Vadis* for my 64 for three days I think I should have solved it by next month I've already completed almost half of the map accurately and found some of the riddles Take for example

SPECIAL REQUEST

I bought the first issue of PCG way back in Summer 83 I mainly bought it for the bright front cover What was inside was OK but I still carried on getting Your Computer However in February 84 you offered a flexi disk I bought the mag and played the disk – to my dismay the disk was already scratched so it wouldn't work It didn't matter though because I liked the mag I have bought every issue since

I own a Vic with a switchable 16K Ram so I can use nearly any game However I think we Vic owners have had a raw deal Three hits since Feb 84 and that's not good enough I have not yet seen *Perils of Willy* but by the time I do it should be Game of the Month from what I hear

Just the staggering feat of a 16K Vic having 33 screens crammed into it is amazing in itself We Vic owners live in the hope of having just one Game of the Month poster on our walls We shall just have to wait and see

You can also bring back free gifts since we haven't had any since March And what about Human to Human and Vic listings (where are they?) Take out Final Conflict (a load of boring tripe) and Commander Chance (what a Wally!)

Now The Great Micro Debate published in September 84 was so funny that my Vic's wires got crossed its chips got scrambled and its CPU lost a screw!

But seriously it's the first time we've had a PCG Special in ages I am a PCG veteran I can remember the PCG Special days when Peter Connor decided which King was King unscrambled the scrambled and took a shot at the sports simulations Why are there no more?

You could decide which Q Bert was Great which Olympics simulation took the gold which flight simulation really took off which football game ran away from the league which Pac-Man found its way out of the maze which Galaxian swooped to push the others aside which Defender kept them all at bay which Dig-Dug digged the deepest which Miner got the China which monster wasn't a plonker which Pengo crushed the busiest bees and which Frogger out-jumped the jogger

Got the message?

Dean Knight,
Stockport

You'll be glad to know Dean that Perils of Willy is reviewed in this very same issue. Sorry! It's not Game of the Month – maybe another time? Well then laddy what do you think of this free gift good innit! Human to Human was voted out by our other readers perhaps you should talk to them although some might be rather annoyed by the suggestion that The Final Conflict had something to do with the inside of an animal's stomach As you probably know Commander Chance has copped it so there's no problem there

How did you like Maggie and Ronnie does it live up to those previous PCG Specials? OK! We got the message!

Binary indecisions
Between silent
Beginnings and
Quiet Terminations

I'm not going to tell you where any of them are so you'll still have to find them yourselves but at least you can make a start on trying to find out what they mean

As for staying alive there's no problem Stay near the door to the cavern and keep shooting the monsters When they get too close for comfort step back into the safe area causing them to disappear in a puff of smoke Using this method you should be able to wipe out a cavern's contents with minimal cost in strength The other obstacles are Lava Pits

There are two types of lava pit each requiring a different method to cross Single wide pits should be jumped only when you are right on their edge (with your foot over the lava!) Multiple narrower pits need you to be in the reverse state Move to the farthest side of the ledge from where you want to leap by *gently* tapping your joystick then jump (and hope for the best!)

One last word on pits there is usually a longer but safer way to get to the other side of them use these routes

Collect all the chests as you find them so that your strength never drops below 50 60% and (if you are after a high score) you get bonuses of thousands

Theoretically I would have finished the game hours ago but (geez this is embarassing) my parents keep throwing me off the family TV!

Mark Trower
Nuttall

Final disappointment

I am writing to say how disappointed I am about the final winning screen of *Lords of Midnight*. After witnessing most of the 4 000 locations with brilliant graphics I expected something special for the last screen. Alas when I destroyed the Ice Crown pressed the Night key and stared at the screen all I could see was the line. The Ice Crown has been destroyed. Victory to the Free! No graphics no flashing screen no exciting animation. Surely Mike Singleton could have given us a better deal than that.

Neil Holliday
Cumbria

El rip-off

After reading your article in Whispering Horace about *Gilligan's Gold* by Ocean and *Murphy* by Mogul which are virtually the same I just had to write to you.

These ideas are not original at all they have been copied from an Arcade game called *El Bagnard* written by ITT Electronics of Spain – in Mallorca they are in most arcades. As Horace says 'Never trust a Yank'.

Andrew Jones,
Clwyd

Stuck in the pipeline...

I am writing to you to ask if you know how to get through the 2nd Pipeline screen in the game *Wanted Monty Mole*. I can get through every screen up to that point. I've tried everything. Jumping into the coal truck. No! Falling on to the floor. No! Jumping on to another platform. No. So could you please please tell me how to get past this screen.

John Abbott
Somerset

PS. My mum says I've got as much chance of this being published as I have of completing *Monty Mole*.

WHAT! Mothers encouraging our readers NOT to write in. Could this be an epidemic – will it spread till we've no letters to print?

Anyway John we don't seem to know much about the screen you're talking about so we'll have to leave it up to other readers to help you. In fact there's a letter from a Commodore 64 owner who's finished the game we're printing his whole address and you can write to him if you like.

...but help is at hand

I just thought I would write you a note telling you I have finished *Wanted Monty Mole* for the Commodore 64.

When you get the ballot paper and all 14 pieces of coal and go to your home a poem appears on the screen telling you that Monty Mole gets arrested and sent to jail for five years. Then it says 'The End' or is it.

Can you tell me whether there is a follow up to this game? Also if any readers would like information about *The Hobbit*, *Revenge of the Mutant Camels*, *Twin Kingdom Valley* and *Monty Mole* would they please write to me with a stamped addressed envelope.

P Mattison,
24 Love Lane,
Weymouth, Dorset.

Thanks Mr M there's people out there dying to know about these games. As far as we know there's no plans yet for a sequel to Monty Mole but I'm sure the programmers have more heart than to leave him in prison for all that time!

Game beater

I've done it. I think I've just broken the world record for beating a game! Let me explain.

On Friday 21st September I went to the PCW show to have a look at all the wonderful goods on display. At around 2.00 pm I bought *Zombie Zombie* the follow up to the wonderful *Ant Attack* programmed by that genius Sandy White.

On Saturday 22nd September at about 9.24 pm I beat *Zombie Zombie*. Whoopee! When you get through all the levels the computer flashes up 'You've beaten us this time human but we'll get you next time' while playing Bizets March of the Toreadors. You know the tune that backtracks all the Findus French Bread Pizzas the one where it ends 'Success on a plate for you'. Who is this loon? Am I the



first person in Britain to beat this game and is it the quickest anybody's ever beaten a game?

Graham King,
Milton Keynes

Sorry Graham we've no idea what the world record for beating a game is. Perhaps one of you out there does.

Presentation vs originality

I was reading through your excellent magazine looking at your reviews and in particular the rating system you use. The categories are just about the best I've seen (*That's the good news Sam*) that is except for one thing. Originality.

I'm not alone in saying that when I buy a game I don't particularly bother too much about its originality. In fact some of my favourite games are arcade clones. Anyway when you say 'Originality what do you mean?' For instance official adaptations (like Atarisoft's range) usually score 0 or 1 but they are the original!

A better category would be 'Presentation'. Under this you could mark a game on how good the packaging is how well the instructions are written has it a hall of fame? A choice of your own keys? A decent title page? This would be far more appropriate and interesting.

OK then I'd very much for listening, (er reading) to my point of view and I hope you take my idea seriously or at least ask everyone else what they think.

Paul Gill
Cheshire

Well everyone else what DO you think? We've had several letters about the Originality rating but still think it a necessary part of the ratings. You say that we already mention Originality in the reviews well we also mention all those things you say come under 'Presentation' Paul. Also the packaging and title page etc don't really figure when you're discussing how good the game is – just how it looks and we prefer to tell our readers whether or not they're likely to enjoy the game. OK?

Computer-less wor-lord

I was going to write and offer you suggestions on improving your mag actually I even wrote an abortive letter with suggestions but it was a long bug ridden letter and I couldn't see it falling on any thing but dear ears anyway so it now resides a la bin as they say.

Sadly I'm computer less now (my brother the owner/programmer/games anthor extraordinaire took it with him to university) though I'll have to carry on buying your mag if I want to be a Warlord of the Helix for long.

But all you at PCG (and readers at home and my brother at Uni) are thinking poor distraught unlucky human being (though I'm sure some would like to change the human being part to cruder crueler Things I forgive you).

Yet I'm not one to feel self pity I'll struggle on in this Brave New World trudging on month by month satisfying my lust for reading material on PCG and my regular comics (Not of the Beano/Dandy genre).

Alas 'tis time to say farewell to all you intergalactic gaming friends and Long Live the Communists.

Daniel (I Am a Red) Rhodes.
Bradford

There's not much we can do for you Daniel being computer less (Ugh what an awful word) all you can do is pray for your sanity to remain intact and hope you'll get a computer in the festive season. Meanwhile play as many of your friends games as possible and keep voting for the Commune!

STERLING SOFTWARE

— sterling games



DAMBUSTERS

Guide your bomber carrying the famous bouncing bombs towards the enemy's dams. Release the bomb at exactly the right moment and see it bounce towards its target ... but beware the deadly flak — Good hunting.



COUNTRY COTTAGES

Two player strategy game with Landscape Creation — a revolutionary concept in computer graphics giving an infinite number of different scenic views. Buy, sell and let, and become a property tycoon but beware fires, burglaries and disgruntled tenants.



ASSIGNMENT EAST BERLIN

O.K. Iceman here's your mission. Somewhere among seventy locations are a number of items you have to Western security — find them and bring them back to Checkpoint Charlie. Your time is limited and you will face many deadly dangers. Is the blonde an ally or a double agent? A text adventure game requiring more than average skill to complete.

COMMODORE 64 £9.95

ORPHEUS IN THE UNDERWORLD

How long can Orpheus survive the terrors of the Underworld? In his search for treasure he will encounter deadly fireballs, lethal birds, rolling boulders and worse. 120 different screens of hair-raising terrors. A gripping arcade/adventure game where your only defence is a steady hand and a strong nerve.

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IT'S YOURS! THE PCG CHRISTMAS MEGA-GIFT

What?! A free C30 cassette with this issue of PCG?

That's right – and wait till you see what's on the tape! What we've done is track down 10 of the hottest new games and persuade their producers to give them to us in demo mode.

The results are amazing. Four of the programs you can actually play. For example, Spectrum owners will be able to spend ages trying to solve the first part of *Danger Mouse in the Black Forest Chateau*, while Commodore 64 owners get a complete graphic adventure in the shape of *Eureka* from Domark – our tape contains one of the five separate modules making up the *Eureka* package.

The other programs show off the games' state-of-the-art graphics, sound and action. You can gasp at the animation in *Black Knight*, marvel at the colours in *Strangeloop*, chortle at the action in *Cliff Hanger*.

Delay no longer! Just get that tape loaded.

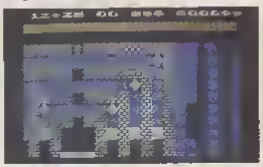
How to use the cassette

For SPECTRUM owners the simplest method is to start by loading the first program on the tape *Jasper* (If your cassette player has a tape counter set it to zero at the start of the tape) When the game has loaded stop the tape. When you have finished looking at (and playing!) the *Jasper* program turn off your Spectrum and then load in the next program (after first noting the tape-counter reading)

If you repeat this process for all four Spectrum programs you will then know what counter setting to turn the tape to next time you want to look at a particular program. If you don t have a tape counter you must simply use the name of each program with your LOAD command and make sure that the cassette is rewound to somewhere before the start of that program

For COMMODORE 64 users it's even easier because we've already given each program on your side of the tape a counter reading Simply rewind the cassette to the start, set the counter on your Commodore cassette unit to zero and then wind the tape on to the required position before loading (N B These positions are only approximate)

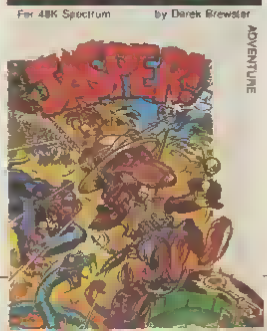
BBC owners will find their program at the end of side 1 of the tape The exact position is marked by a voice track announcing the program



A teaser from the superb Boulder Bash



For 48K Spectrum by Derek Brewster





48K SPECTRUM

Jasper! by Micromega

To load type LOAD "JASPER"

After a string of successful 3D games *(Death Chase Full Throttle etc)* Micromega have switched direction and come up with a great arcade-adventure

The demo on our tape will show you all 22 beautifully colourful screens complete with the brilliantly animated ingers rabbits and other creatures which populate the game Even better you will actually be able to PLAY one of the screens – a real teaser which cleverly demonstrates the game s challenge

What you must do is take the part of Jasper a lovable mouse collect certain objects on the screen such as an umbrella and a can of weed-killer and work out what to do with them

Controls are as follows

A right, S left
1 5 use object in box 1-5
6-0 music on/off
Y P jump/up,
H Enter crouch/down
B Space pick up object
Q T+1 5 drop object in box number 1-5

To swing on a rope you must jump toward it and then hold down the pick up key to grab on to it

Incidentally the program uses a special loader so don t be surprised if the border goes a different colour Once loaded pressing any key will allow you to start playing the screen

48K SPECTRUM

Strangeloop by Virgin

Type LOAD "STRANGL"

This brilliant new arcade-adventure was declared a hit in our last issue It features a mysterious robot-factory with some

240 different weird and wonderful rooms (See our great map on pages 130-131)

48K SPECTRUM

Danger Mouse in the Black Forest Chateau by Creative Sparks

Type LOAD DMBFC

This is the follow up to the very successful *Danger Mouse in Double Trouble*. And what a great program it is. In fact it's unique. It's an adventure but one that's menu driven so you don't have to type in instructions.

The program on our cassette allows you to actually play a sizeable chunk of the game involving some 20 different locations each with its own illustration.

In each location the situation facing Danger Mouse is described and several choices are flashed onto the screen. Using a joystick or the keyboard you select one of the choices — and the program will respond accordingly.

48K SPECTRUM

Backpacker's Guide to the Universe by Fantasy

Type LOAD "" guide

Fantasy's hero Ziggy must explore the 256 locations of a strange planet searching for creatures to help him save the universe.

Trying to work out how to get the creatures back to his space capsule presents him with serious problems because bringing most of them into contact with each other will have disastrous consequences.

The game uses two different programs: one of the actual game, the other the Backpackers Guide – a galactic encyclopedia offering valuable hints about the behaviour of each creature. The program on our cover cassette will show you screens from both the game and the guide. It includes some extra pages of the guide written exclusively for us.

COMMODORE 64

Boulder Dash by Statesoft

To load, wind the tape to 000 and press SHIFT/RUNSTOP.

Our Game of the Month in this issue – read the review on pages 85-88 and you'll get the impression we're pretty excited about it. Dead right we are.

Once the program has loaded, press F1 will display a menu of the [illegible] the screen. You can select different caves to view by pushing the joystick left and right. Pressing the fire button will then allow you to view the cave selected.

COMMODORE 64

Black Knight by Interdisc

To load, wind tape to 04[illegible] and press SHIFT/RUNSTOP.

Here's a game which breaks new ground in animation. Load up the program on our cassette and you'll see the most realistic sword wielding knight you've ever seen on a micro.

What's more our program allows you to actually play some of the game's stages. For example the demo starts with the knight galloping across pitted terrain and you must use your joystick (in port 2) to keep him alive. You can speed up the horse or slow it down by moving the joystick left or right while pulling toward you gets the horse to jump.

If you fail to clear all the pits the program will show you in demo mode only two more screens from the actual game. Then you are returned to joystick control for an attempt to jump across an on-off waterfall. This time because the knight has dismounted you jump using joystick up. If you succeed you get yet another screen of action.

COMMODORE 64

Eureka by Domark

To load, wind tape to 096 and press SHIFT/RUNSTOP.

Oh boy are you in for a treat. The program on our cassette is actually a complete adventure game which you can play for hours. It features over 60 locations complete with some very attractive graphics, animation and music.

The game is one of five modules being sold as a single £15 package to make up the game *Eureka*. Each module is set in a different era – the one on our cassette is in ancient Rome. The idea in each module is to find part of a crystal which must be reassembled to prevent the earth being destroyed.

In each module you must try to uncover words which are part of a secret phrase. Each module is accompanied by a riddle and an illustration which should together allow you to discover the rest of the phrase.

COMMODORE 64

Cliff Hanger by New Generation Software

to load, wind tape to 152 and press SHIFT/RUNSTOP.

Another brilliantly original title – this one's a PCG hit in this issue. It brings to your micro all the crazy fun of cartoon action.

Our demo program shows what happens in some of the 50 screens. We know it'll have you chuckling – and playing the game itself is even more entertaining because you have to work out what to do on each screen.

COMMODORE 64

Storm Warrior by Front Runner

To load, wind tape to 188 and press SHIFT/RUNSTOP.

A PCG hit in our last issue – looking at the demo on our cassette you'll soon see why.

Our program will show you all six of the game's stages featuring a warrior wielding a light lance pitted against evil forces.

In stage one he must deflect an energy sphere past the evil guardian. Stage two has him fighting a barbarian on the Bridge of Eternity. Next he fights a flock of birds while being carried on a carpet to the Island of Doom. Here he enters the Shaft of Darkness where bats, demons and boulders must be fended off.

Stage five is a multi-screen cavern where he must take on scorpions, barbarians and energy clouds. All of which leads to the final stage in which the lance is used to bounce off the walls and strike at the skull in the centre.

BBC

3D Wars by Aardvark

To load, CHAIN "3D Wars"

Here's the latest game from top BBC programmer Orlando, author of such classics as *Frak!* and *Zalaga*.

Our demo program reveals the quality of the graphics which, as usual, Orlando is not modest about. Far better than anything of the kind on any micro, he suggested.

Before you scoff, load up the tape and see for yourself! It's simply amazing.


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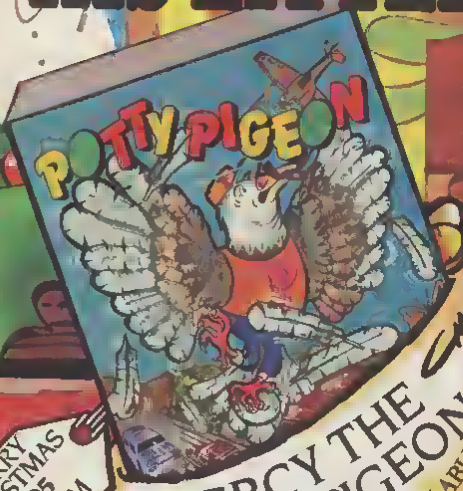
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MONTY IS INNOCENT!

COMING SOON

Damned by the Fat Cats of the coal mining industry and their lackey police for supposedly challenging the authority of their fascist regime all he needed was compassion and warmth in his hour of need, poor Monty looks like serving a long stretch at Her Majesty's pleasure. But the heavy handed authorities hadn't counted on the wave of national outrage at our little friend's indispensible use of the devious tricks and skills of his long time friend Sam Stoat. Watch carefully for the thrilling and nerve racking adventure these two encounter in springing Monty from his expectant doom

COMING SOON



Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cosy little home plunging to near certain destruction this crazy little bird has to pluck ten nest building twigs from the path of onrushing traffic frantically avoiding the unwelcome attentions of a pigeon eating cat and starving ferret. Once off the tarmac the danger doesn't end as Percy carefully avoids the kamikaze planes balloons and twig snatching sparrows before he can complete his nest and move to the next level.
But don't be disheartened- our loveable little character has a few surprises of his own in the shape of revolting explosive eggs

[illegible]'s collection of software hits are a must for any enthusiast's Xmas list. With fast moving action in Suicide Express, the [illegible] skill of Monty Mole, play your Gremlin and those long cold winter days will pass in a flash. And don't be greedy - think of friends and family as well – they make great gifts and at a good price. Thanks to a little Gremlin Santa's job will be a little easier this year.

TA BE WITHOUT
N HELPER?

SUICIDE EXPRESS

COMMODORE 64

WANTED: MONTY MOLE

SPECTRUM 48K COMMODORE 64

MERRY CHRISTMAS £7.95 COMMODORE 64

Gremlin Graphics

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(P&P included) Tel: 0530 411485

48K SINCLAIR ZX SPECTRUM



"KNIGHT LORE" recommended retail price £9.95 inc VAT
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
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(P&P included) Tel: 0530 411485

DICK ZAPSKI

'Gimme a Wico! Okay Santa, so they cost a mint but for my money they're the best joysticks around. And the joy of owning a Commodore 64 is that I don't have to waste my money on shoddy joystick interfaces – eat your hearts out Spectrum owners!

With £50 to spend, I could go the whole hog and splash out on a **Trackball** for around £45. This ultra-smooth unit really looks the goods and is great for 3D space games. Unfortunately it isn't quite so hot on platform games where a joystick really comes into its own. Much as I'd love to have a ball, I think it's a bit of a luxury – joysticks are a lot more practical.

So it looks like being either the famous **Red Ball** or the even more famous **3-Way**. They both come out in the £23-25 range with the Red Ball being about £2 cheaper.

These sticks are really well made with firing buttons on the top of the shaft as well as on the base. There's a switch to select whichever button you prefer. Frankly, I don't think there's a lot to choose between them but if you like the option of swopping the handles then go for the 3 Way.

Saving a couple of quid and shopping around gets me the Red Ball for £20, leaving £30 to spend. Now normally I'd go out and waste this on the latest hot releases but Santa insists I spend it on peripherals so what else should I get?

Well, I could either go for a lot of little gimmicks, like screen wipes and things, or something big. Luckily the new version of the **Currah Microspeech Unit** for the '64 just falls into the £30 remaining, with 5p to spare.

The only drawback with a Currah on the 64 is the lack of software for it, but I expect this will soon change. The advantage of the 64 version is that it offers more power and flexibility over its poor cousin on the Spectrum. 64 wins again!

The hottest innovation is that now you can just type in ordinary English without messing around with silly spelling. Of course the Currah doesn't always get it right, but for difficult words you can always revert to the old phonetic spelling.

Well that leaves me with 5p. Think I'll spend it on a phone call to Clive Sinclair. I want to ask him when he's going to make a decent computer.

WHISPERING HORACE

'I've always been one for a spot of fun so the **Wizard Joy Rom** sounded just the ticket for me. And indeed it was. It allowed me to program just about any BBC game for play with a joystick.

However, the comprehensive fitting instructions could have been a trifle more lucid. Unlike some of the chaps at the club I'm no computer egghead.

Of course I needed an interface to go with it and what better than Wizard's own which promises to add a touch of magic to your micro? Plug it into the analogue port at the back of the Beeb and one or two players can zap away with any Atari-style joystick.

For my joystick I selected the **Quickshot II**. For a very reasonable price you get a stick with a good strong grip, fire buttons on base and handle, a very sensitive feel and suckers to keep it and you, down to earth. It also has an automatic fire-button which, I'm sure, the less energetic of us a lot of finger strain.

With these three widgits it was a joy of almost mystical proportions to play the BBC version of *Jet Pac*.

TOMMY TURNIP

'Er. Hi. I've got a Lynx and an Aquarius. OKAY, so WHAT's so funny? These machines looked really good when they came out – how was I to know that they'd reach the end of the road sooner than your crummy Spectrums and '64s?

Still the Lynx market is pretty quiet I have to admit. However I gather there's a chap in Cornwall who's working on a new version of *Noughts & Crosses* for the 128K model. Only trouble is I've got the 96K machine.

Anyway thanks for the £50 Santa. Unfortunately there isn't much in the way of peripherals around for the machines I own that I haven't already got. If anyone knows of some for the Lynx, perhaps they could let me in on the secret. As for the Aquarius well it's still in its box.

Think I'll hang on to the £50 and put it towards an Oric and okay WHAT'S so funny??

WONDER WID

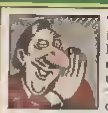
Eight micro-maniacs reveal what add-ons they'd ask for if Santa offered them each



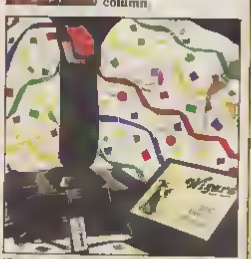
Dick 'Mutant' Zapski owns a C64. Melts a joystick a week. Was once heading for 200 million on *Revenge* when the local power station cut off the supply.



Dick's decision: Wico Red Ball and Currah Speech 64.



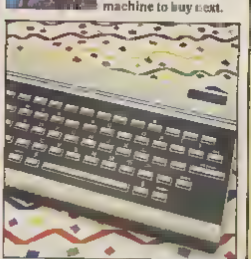
W. Horace. Owns a BBC. Leaves a sheet of lavender scented paper in the PCG offices each month containing the 'Whispering Horace' column.



Horace's haul: Wizard Joy Rom and interface, Quickshot II.



Tommy Turnip. Owns a Lynx and an Aquarius. Usually to be found in tears somewhere in Laskys – or try Dixons. Has useful tips on which machine to buy next.



Tommy's cut-price option: a QWERTY keyboard for the T68 Quantum pocket computer at only £49.95.

KATE O'HARA

'Since I'm the only girl around here, I think I'd just like to point out how typically male it is to waste all your time arguing about which computer is best.

Especially since it's obvious that the Electron comes out on top – with the exception of the BBC of course, but then who's got £400 to spend?

My £50 starts off by getting me a **First Byte** joystick interface. I had a look at the Pres-T which also offers an RS232 printer port, but it was far too expensive at £59.90.

The First Byte costs £24.95 and it's a beautifully designed unit that plugs straight into the expansion port. It can be programmed with the aid of a simple taped listing to suit most games.

Pity it's only got one joystick port, but then no-one ever wants to play with me. Not – I should add – because I'm a girl but because I always win.

That leaves me £25.05. Obviously the next item on the list is a joystick. Personally I don't rate the Quickshot very highly – I find it a bit too soggy in operation. I like something with a firm feel to it – like the **Suncom Tac 2.**

In fact I think most of the Suncom range pretty good. They may cost a bit more (the Tac 2 is about £17) but they definitely score on durability which is what it's all about.

So I think I'll spend the £8.00 left on a day return to London. One trip through the computer shops in Tottenham Court Road, and I'll have saved myself the fare in discounts. That's smart thinking for you, but then of course I don't belong to that half of the human race who seem to be mentally defective – men!'

GERRY HACKER

'The more I use my Spectrum, the more I realise how infinitely superior it is to other machines. There's just one slight catch – the keyboard. I have to admit that some of these replacement jobs with full travel keys and space bars have got me interested.

To start with I was drawn towards the **DK'tronics keyboard** for around £45 which makes it a wee bit cheaper than most of the other offerings. Unfortunately this item was a bit disappointing. The keyboard rattles and the whole thing looks as if it had been churned out by some second rate plastics manufacturer in Hong Kong.

I then tried out the **Lo Profile** from Advanced Memory Systems. This is about £5 more expensive than the DK'tronics coming in at £49.95 just under the magic £50 mark. Is it worth the extra?

Oh boy, yes it is. You have to take your Spectrum's innards out of their box and refit them inside the Lo Profile but this isn't as difficult as it sounds though it will of course invalidate the warranty.

The keys are nice and responsive, and don't jiggle annoyingly from side to side as they do on the DK'tronics.

Ah well that's my £50 gone leaving me with a measly 5p. If I'd had more money I would have looked seriously at the **Saga keyboard** – a really excellent unit for around £59. There's also the **Stonechip keyboard** which includes a built-in BFFP amplifier. I haven't actually tried out the Stonechip product but at £59.95 it could be quite good value.'



Kate O'Hara: Electron owner. Terror of the local arcade. Top scorer on every game except *Kong* which she won't play because she finds it offensive.



Kate's bag: First Byte joystick interface, Suncom Tac 2 and... er... railway ticket.



Gerry Hacker: Spectrum owner. Computer author. Spends all his money on Word Processing packages. Can't use any of them and >C>p //o cut/paste.



Gerry's toy: Lo-Profile keyboard from Advanced Memory Systems.



Vic Pennilless. Saved for three years to buy his Vic and wouldn't part with it for anything well maybe a pint of beer. Secretly hankers after a Commodore 64.



Vic's splash out: Vixen Software pack + Kempston's Competition Pro 5000 joystick.



Jimmy Sinklair Spectrum owner. Rude obnoxious and an expert on Spectrum games. Can POKE out each individual sprite on *Atic Atac*. Does not wash.



Three for Jimmy: DK'tronics Programmable joystick interface, Spectravideo Quickshot II, TDK Tape Demagnetiser.



The Right Honourable Bertie Byte. Spectrum owner. Filthy rich. Wanted an IBM but this bullet made a mistake and bought him a Spectrum instead.



Bertie's bags: Currah Micro-Speech and 66% of all DK'tronics Sound Synthesisers.

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JIMMY SINKLAIR

'All in all, [illegible] the 64's short comings and [illegible] with

What I want in the short term is [illegible] 50 thirty [illegible] I'd [illegible] I think I might [illegible] with

Finally, I'm [illegible] with peripherals, the extra cash is an [illegible] interface. There are a number of these around to choose from. One of the more unusual is the **Comcon** from Trel Ltd.

This gadget looks rather liddly but in fact the Comcon is one of the easiest interfaces to use. It is also the cheapest programmable one at £19.95.

A more compact solution is offered by the **DK'tronics programmable interface** but it will cost you an extra £5. Programming it isn't quite so simple but it's a small unobtrusive unit and I suspect that it may be rather more robust than the Comcon in the long run.

Kempston have just brought out a new joystick interface that offers 3 sockets — 2 for Sinclair compatibility and 1 for Kempston/Cursor. This makes it compatible with most games and gives you the valuable double socket option on some of them. But it costs £19.95. They do a cheaper version with only one socket for £11.50. Of course you won't be able to use it with non compatible games.

Of course there's also the **Interface 2** from Sinclair but that's overpriced in my opinion. So in the end I'll go for the DK'tronics.

When it comes to joysticks I'll be splishing out on a **Quickshot 2** for £12.95. You can forget all that fancy Wico stuff. The Quickshot 2 has a rapid fire switch that enables you to blast [illegible] rhythm as fast as you can without wearing out your trigger finger. It may not be quite as [illegible] Wico but it's half the price and it can last the course.

Still at £27.95 for my programmable joystick interface and £12.95 for the Quickshot 2, leaving me with £14.10 [illegible] how I'll spend that which [illegible] you a tape drive interface.

There are a number of these on the market but the one I like the look of is from DK'tronics. The cassette recorder I use is the Spectravideo as it's fitted for music (I've found myself a decent tuner) so the simple controls on the recorder is all I can handle from reach and sometimes it makes the difference between a game loading or not loading.

That's the stage.

A cartridge interface will set me back £10 leaving me with £4.90. I reckon that's just about what a Commodore 64 is worth. I are there any offers?

BERTIE BYTE

'For hundred games I've got a Bert 1000 Gigabyte mainframe computer plus 10Mbyte Cheltenham but when it comes to work I find the Spectrum runs just that teensy weensy bit faster and has more usable memory.

Of course it does have its disadvantages. It doesn't heat the room quite as well as the Burrow and more importantly it doesn't have very good sound facilities — the Burrow can speak seven different languages. I like a machine that can talk back so the **Currah Micros peech Unit** looks like a good buy.

The best thing about the Currah is that you can use it with a respectable number of commercially available games and it's easy to program. The quality of speech varies from game to game but there's no doubt that it adds a bit of variety.

There's also a speech unit from Cheetah the **Sweet Talker** but there isn't much software for it it's difficult to program compared to the Currah and has less facilities.

The Currah sets me back £29.95 leaving me with £20.05. I might be tempted to blow this on a **Zeal Sound Booster** for £14.99. This is a rather large and robust unit with an in built speaker for amplifying the Spectrum's pathetic BEEP pings and sounds.

The **Beep Audio Amplifier** from DK'tronics has a detachable speaker and performs the same function as the Zeal for the same price. It is however more compact and the sound quality is better.

The **Beep Sound** from Siga is a little dumbsy that you fit inside your Spectrum. It invalidates your warranty (if you've still got one) and sends all the Spectrum's BEEPs to the TV loudspeaker. Nice idea Siga but in practice it doesn't work quite so well. However it is compact and cheaper at £9.49.

The trouble with all these widgets is that you soon discover that louder BEEPs are almost as boring as quiet BEEPs. If only I had a bit more cash left out of my £50.00. I'd go for the **DK'tronics 3 Channel Sound Synthesiser** at £29.95. This not only gives you a BEEP amplifier but also an AY 3 8912 sound chip which you can easily program using the software provided. This can give you some very nice sounds indeed.

There are however only a few compatible games at the moment.

Yessir — sound is where it's at on the Spectrum as far as I'm concerned. Thanks for the Currah Santa and I think I'll hang on to the remaining £20.05 until I can rake together another £7.90 for the DK'tronics sound synth.

VIC PENNILESS

'I'll stick by the Vic. I saved up the cash from my dish cheques to buy it and that sort of sacrifice breeds a loyalty that's difficult to find these days. And there are still some great games coming out for it — seen *Pharaoh's Curse*? Pretty nifty eh?

Well it looks pretty nifty on the packaging but I can't afford the memory expansion to play it. But with an extra £50 I could really make the grade.

The trouble with Vic expansions is that they come in three sizes — 3K, 8K and 16K. Its no good just walking out and getting the 16K version because infuriatingly some of the games that only need 8K or even just 3K won't work with the larger expansion fitted.

The solution is to get a switchable pack that offers all three combinations in one package. The one that definitely gets my vote is the **Vixen** from Stonechip. It's not cheap at £59.95 and there's a unit sold by Commodore that's a couple of pounds cheaper which I haven't seen. However I can't help recommending the Stonechip unit.

That leaves me with just over £10. If I was buying the Vic now I'd probably go for the **Stonechip cassette interface** that enables me to use the machine with an ordinary cassette recorder. But firstly I've already got the Commodore unit and secondly it costs £14.95 which together with the RAM pack puts it just beyond my remaining tether.

Okay I know it's not very original but I'll go for a joystick too. Unfortunately £10 means I've got to go for something pretty cheapo but that doesn't necessarily mean that it has to be shoddy.

Well surprise surprise. My local discount store stocks the Kempston **Competition Pro 5000** for only £9.99. A friend of mine punishes one of these quite regularly and I've been itching for one of my own.

It's solidly built with two fire buttons on the base for either left or right hand operation. The retail price is around £13.50 but as you can see it's worth shopping around.

There's another version of the Pro 5000 (not distributed by Kempston though) which uses microswitches. I'd have preferred that one but it comes from a few quid more expensive.

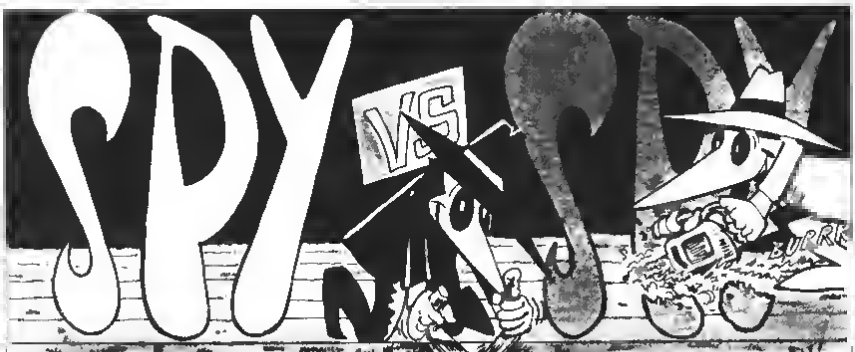
The same goes for the **Arcade** which little joystick using microswitches that comes in between £10 and £15. Again it's just outside my range but worth looking at if you've got the cash.

I've got 6p left. That goes into the Upgrade to a Commodore 64 Fund which currently stands at — 6p. Ah well — one day.



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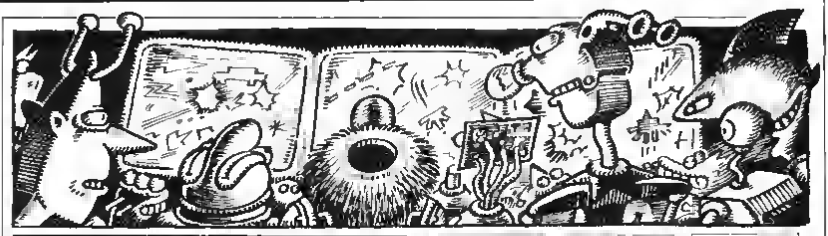
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SCREEN TEST

No doubt about this month's Game of the Month — *Boulder Dash* wowed them in the States and it certainly wowed us. Almost worth buying a Commodore 64 just to play it!

It's a great month for the Vic. Not only has *Perils of Willy* arrived from Software Projects, but there's also a bit for those without memory expansion — Imagine wrote it but never lived to see its release!

64 owners can enjoy cartoon action in *Cliff Hanger* or take on the part of a slothful micro freak in *Lazy Jones* or a busy bill sticker in *Faster Faster*. They're all great hits.

On the Spectrum, *American Football* scored a touch down with our panel while *Dark Star* has the smoothest 3D space graphics yet.

Speaking of graphics, *Black Knight* on the 64 and *Kung Fu* on the Spectrum are both worth a look — the animation they contain is amazing.

Meanwhile, who said the Dragon was dead as far as games are concerned? *Back Track* from Incentive is a wonderful 3D maze game and *Yumping Yosser* is pretty hot too. The Dragon lives on.

Finally, we're proud to carry our first hit on the Amstrad — *Roland in Time*. We predict it will be the first of many.

RATINGS

The originality rating appears to cause some confusion. It's a measure of the extent to which a game contains new ideas. The rating doesn't really apply in cases where a software house has converted one of its own titles onto another machine — where this happens we shall leave this rating blank. All ratings are out of 10.

GAME OF THE MONTH

Boulder Dash (Commodore 64)

HIT GAMES

Tir Na Nog (Spectrum)	96
Dun Darach (Spectrum)	96
American Football (Spectrum)	96
Back Track (Dragon)	88
Mega Wars (Vic 20)	56
Poster Poster (Commodore 64)	6
Cliff Hanger (Commodore 64)	76
Lazy Jones (Commodore 64)	82
Roland in Time (Amstrad)	90

COMMODORE 64

Caverns of Eriban	48
Hesgames	61
Games Creator	70
Terrors of Trantos	70
Time Zone	0
Cliff Hanger	7
Gift Pack	7
Falcon Patrol 2	
Colour Clash	8
Black Knight	8
Mr Robot and His Robot Factory	80
Space Avenger	82
Knight Rider	82

SPECTRUM

[illegible]	28
[illegible]	
Bear Bovver	52
Dun Darach	54

BBC

[illegible]	68
Chess	68
Hi Bouncer	68
Sabre Wulf	68
Pengo	7

VIC 20

[illegible]	8
[illegible]	64
[illegible]	90

DRAGON

[illegible]	8

ATARI

[illegible]	

MEMOTECH

[illegible]	

VIRER NASTY

Handy Andy Software	

PCG PANEL



FRASER MARSHALL

Age [illegible]. Games [illegible]. Computer [illegible]. Commodore 64 [illegible]. Vic 20 [illegible]. Why I like [illegible]. Favourite game [illegible]. Least favourite game [illegible]. Spectrum [illegible]. Favourite game [illegible]. Least favourite game [illegible].



PETER CONNOR

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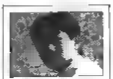
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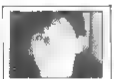
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STEVE COOKE

Favourite [illegible]. Why I like [illegible]. Least favourite [illegible]. Why I hate [illegible]. Favourite game [illegible]. Least favourite game [illegible].

GAME: CATASTROPHE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MIRRORSOFT £6 95

Here's one of those simple games that's really addictive. Playing against either the computer or another person, your task is to build up a block of flats to withstand the various catastrophes that occur.

You guide a helicopter rotors spinning to where a barge awaits with a block of masonry, pick it up and place it carefully on the already laid base of the building.

Once you've done this you repeat the process until, in mid-flight, you're stopped by the warning of a major catastrophe.

There are four kinds of catastrophe: earthquake, flood, hurricane and electrical storm, all of which are pretty devastating. The way you build your block will determine what damage it can withstand from each of the disasters.

Audible warnings are given for three of the four dangers and the lighthouse at the back of the screen flashes when an electrical storm is imminent.

The scene is set at the beginning of a day as a twinkling sun rises on the right hand side of your screen and travels across it. When it reaches the far left of the screen the day is over.

Each day you are given a target to reach and if you fail to do so a message appears on the screen: 'Contractor's Failure'. This tells you how many catastrophe's you've braved and how many points you got.

If you manage to complete six days you receive a similar message of your success. However this doesn't occur very often, unlike the natural disasters which happen at least three times a day.

The one criticism I have is that you can't get rid of the little nagging tune that's played without also getting rid of the audible warnings. But for all those budding builders out there I'd get a contract out on this one.

Samantha Hemens

GAME: ZOMBIE ZOMBIE
MACHINE: SPECTRUM 48K
CONTROL: CURS KEMP SINC
FROM: QUICKSILVA £6 95

The follow up to *Ant Attack* using Quicksilva's softsolid graphics technique has arrived and it's endearingly titled *Zombie Zombie*.

You are in an ancient city and the only things you have for company are the walls, a helicopter and zombies! Actually they are rather blobby green, red or pink things and you have to kill them. The only way to zap a zombie is to get it to walk off a wall that is three blocks high. To this end you have been provided with a helicopter in which you can move bits of the walls about and construct your own private zombie plank walk.

First however you have to get a mindless monster in tow. Usually they appear green but if you get too close they turn a nasty red and start to eat you. The only way to avoid this is to choose your victim, charge up directly behind it and pounce. It will become a bright shade of pink and start to follow you around.

If you put a wall between you and it it will be able to escape – so you have to carefully lead it to your staircase up to a wall. Then you lead it up the stairs and along to a large drop at the end with every step scoring a point.

Jumping off the end should make the beast follow, plunging to its death. However any twists and turns in the wall may allow it to escape as you leap into mid air. If the wall is too high you will die as well and it's very easy to twitch your joystick and jump accidentally.

As in *Ant Attack* you can view the landscape from four perspectives and the screen scrolls smoothly around. You can keep red zombies away from you by blowing at them but be warned they attack very fast. The cassette inlay gives you very few hints but you could have fun with this one.

Bob Wade

•PCG•HIT ☆PCG•HIT ☆PCG•HIT ☆PCG•HIT☆

The Perils of Willy

16K Vic 20 owners ought to be ecstatic at the arrival of *Willy*, because they now have 33 screens of diabolical platform action of which they have been deprived so far.

The game is in the great tradition of *Manic Miner* and presents all the usual problems that athletic miners face. On each screen there are a number of purple musical notes which you have to collect and these are usually placed in the most hazardous locations.

To get to the notes you have to negotiate several types of platform and monstrous hazards. The beasts come in four varieties, deadly ducks, wild dogs, steam trains which move left and right, and balloons which float up and down. All of these have to be avoided, mostly by making Willy jump in a long curving arc.

The floors are either solid conveyor belts or collapsible and some sections are impossible to return to once the bricks have crumbled away.

The early couple of screens are fairly easy and allow even beginners to get into the game. They get harder though and after a few successes you'll find yourself up against some real nerve twanging problems.

There is a time limit for collecting each set of notes and it's usually fairly generous. When you've collected everything the time you have left gives you a bonus score. Fortunately you don't have to make it to an exit door but just touch the last note. This is handy when one note is placed way out in mid-air.

Fortunately even when you do die you are only returned to the start of the screen you died on and the notes already collected do not reappear. The hardest thing to get the hang of is Willy's leaping, since you have to start your

PANEL POINTS

I couldn't believe this – 33 screens of platform action on a 16K Vic 20! This means the game has far more to it than the 48K Spectrum's *Manic Miner*.

The screens are pretty good too. They're all very different, and although the first one's easy, they rapidly get hard.

Vic 20 owners haven't had too many quality platform games come their way but now they'll be able to join the rest of the nation hopping, leaping and dodging in great style. I've no doubt this'll be at number one in the Vic charts for months.

Chris Anderson

I really enjoyed this game. The graphics may not be that fantastic but they rank pretty high by Vic standards.

What made the difference for me in *Perils of Willy* was the playability and the number of screens. The action was smooth and responsive and the objectives were easy enough to keep me interested but tricky enough to keep me satisfied.

Steve Cooke

At last, at last – a game comparable to *Manic Miner* for the Vic. I loved the deadly ducks, dawgies and balloons which plague your way and the number of rooms is enough to make you jump for joy.

Willy himself's a little white character wearing what looks like a bowler hat and as he wonders along to the strains of Led Zeppelin's 'Stairway to Heaven...' collecting notes you can't help enjoying yourself.

So perils or not, get out and buy it!

Samantha Hemens

C • MISC • MISC • MISC • MISC

PANEL POINTS

In my opinion the title perfectly describes the game After my first go I fell asleep

The graphics are nothing spectacular No detail on the helicopter or lighthouse No beautiful or happy catchy tunes, but just a few simple strings of notes and a chrrrrrr for an aeroplane

The only good thing about this game is the fact that two people can play against each other

Adrian Ogden

I found this an immensely simple game which I just couldn't stop playing The challenge to defeat the powers of nature lead me to survive two earthquakes, two hurricanes, six electric storms and numerous floods before finally succumbing to the will of the weather

The frenetic building required, along with the strategic placing of bricks, kept my full concentration and I cursed as would any navvy, at the onset of foul weather

Bob Wade

It's nice to see a game in which you have to be constructive rather than destructive It may appeal to children but I can't see it having any lasting interest

Fraser Marshall



GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

PANEL POINTS

From the screen shot you could easily think that this is just a reworking of *Ant Attack* It's true, the wonderfully realistic 3-D graphics are the same, this time with the added bonus of colour The game on the other hand, presents a totally new challenge In common with the author's previous program, you'll either love it or hate it – personally I enjoyed every second...

Peter Walker

I must be the only person in the northern hemisphere who wasn't all that keen on Sandy White's last offering *Ant Attack* I'm afraid the same is true of the follow-up OK, so the graphics are wonderful in both games and *Zombie* has some nice touches of humour but I just can't bring myself to be enthusiastic about it

Rob Patrick

I found this rather disappointing as a follow up to the great *Ant Attack* I didn't feel that colour really added anything to the game

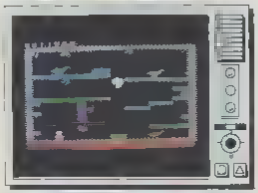
The 3D effects are still very good, but I would have liked to see a little more done with them The sound though, was very good – perhaps the best I've heard on the Spectrum

Peter Conner



GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

T PCG•HIT PCG•HIT PCG•HIT PCG•HIT PCG•HIT•





● This ducks and dogs aren't as harmless as they look – so watch out



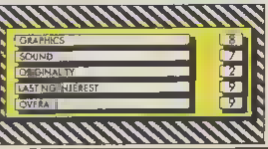
● Climb over the bricks but watch out for these bullets and that vicious train

jump some way before an object in order to gain enough height

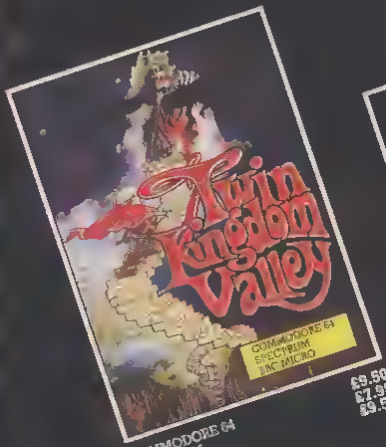
If you're sick of platform games then this isn't for you but those of us still hooked will be leaping into the early hours with this excellent game

Bob Wade

GAME: THE PERILS OF WILLY
MACHINE: VIC 20 16K
CONTROL: KEYS, JOYSTICK
FROM: SOFTWARE PROJECTS £5.95



GRAPHICS	8
SOUND	7
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	9



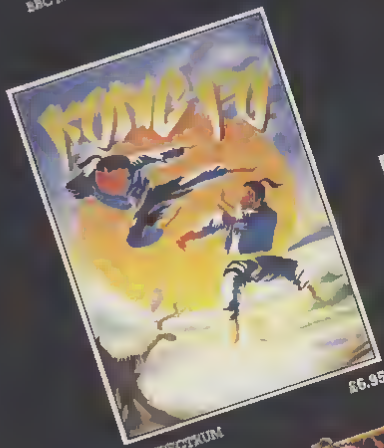
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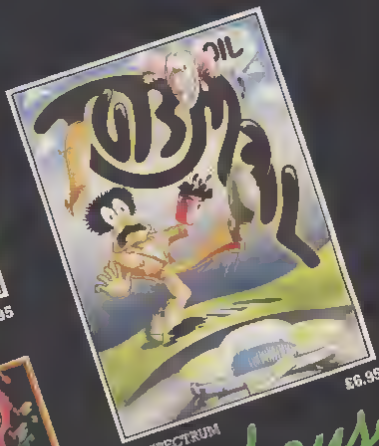
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GRAPHICS 5
SOUND 6
ORIGINALITY 4
LASTING INTEREST 4
OVERALL 6

GAME: STARBIKE
MACHINE: SPECTRUM 48K
CONTROL: KEYS KEMP CURS SINC
FROM: THE EDGE, £6 95

Saving little alien creatures is the object of this new game and very cute they are too these Orola The blurb describes them as "bouncing yellow blobs of sentience", which is pretty accurate except for the bit about sentience

They also have extraordinarily long antennae which wave from side to side as they do their bouncing You arrive on a planet in your lander craft and pop out riding the starbike Your mission to investigate the five sectors and rescue any Orola that might be stranded there

To help you there are scanners with whirling dishes You fly through them and an arrow appears pointing the way to the stranded Orola So, off you go on your bike You get the Orola and take it back to the teleporter which dumps it in your ship and dumps you in another sector. When you've collected the last one you have to get back to your ship in the time limit and escape to another planet

It's not easy though The planets are full of hostile alien life forms, and the starbike's shields can only take five hits before total vaporisation

For protection the bike automatically emits a constant stream of laser fire



GRAPHICS
SOUND
LASTING INTEREST
OVERALL

GAME: BEACH HEAD
MACHINE: SPECTRUM 48K
CONTROL: KEYS KEMP SINC PROT
FROM: US GOLD £7 95

Ocean have done a great job converting this Commodore 64 game onto the Spectrum They've managed to keep the same superb 3D graphics which sent the original version to number 1 in the charts If they were impressive on the 64 on the Spectrum they're astonishing The sound is also effective proving that the Spectrum can do more

The idea of the game is to use your fleet of ten ships to destroy the Fortress of Kuhn Lin but to do so you must survive several dangerous attack waves

For the first you can choose between attacking the enemy fleet head-on or trying to navigate a hidden passage

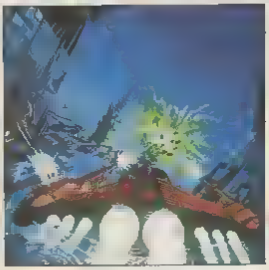
The latter strategy means guiding your fleet, one by one, through a large pool which has been heavily mined It appears as a single screen with an entrance at bottom-left and exit at top right But as well as dodging mines you must look out for the torpedoes

The combat sequence which follows is graphically the most brilliant part of the program Enemy aircraft take off [illegible] ward you to drop their bombs. The 3D effect as the planes grow larger on the

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT



The evil lord must be destroyed to free the galaxy



Dark Star

In the wake of *Elite* for the BBC comes another 3D game about space exploration and conquest *Dark Star* is much more in the way of a good old mega zap but it combines it with outstanding graphics

In your Liar spacecraft you are faced with a 16 x 16 sector galaxy in which the Evil Lord's Empire controls a cluster of oppressed planets These come in four types, the most heavily defended of which must all be wiped out in order to liberate the galaxy

GAME: DARK STAR
MACHINE: SPECTRUM 48K
CONTOOL: KEYS CURS KEMP SINC
FOOM: DESIGN DESIGN £7 50

GRAPHICS 9
SOUND 6
ORIGINALITY 6
LASTING INTEREST 8
OVERALL 8



RUM • SPECTRUM • SPECTRUM

Your joystick fire button is used not for firing but for controlling thrust, which gives the game a strange feel on first playing

It all sounds a bit like *Lunar Jetman*, and it looks even more like it The graphics are excellent but very Ultimate

The trouble with the game is that it gets pretty boring Shoot pick up go back to ship go to another planet and do the same thing

The aliens are varied and some planets are more difficult than others but it all boils down to the same thing A bit more variety in what you have to do and the game could have been a great deal more fun

Peter Connor

screen is superb

If you survive this you move onto the artillery stage which means bombing the enemy ships This can be rough going especially as they return fire extremely accurately

Should you make it you move on to the beach head which means another obstacle course This time you re guiding tanks and have to avoid walls mines, enemy bunkers, towers and tanks

My only doubts about this one are in its long-term appeal With graphics like this you could be seduced into buying something you won t end up playing all that often

Chris Anderson

PANEL POINTS

I was a little disappointed in this game because after so much hyping before hand it presented nothing very original

The graphics are brilliant though somewhat reminiscent of *Lunar Jetman* and the action is fast and furious The only problem is that the task of collecting Orolas doesn t make this a game to think about just one of reflex shoot em up

On the whole I liked the game but software has moved on from pretty graphics and laser blasting Top class games need more than just a high score table to keep you interested No harm in a good zap though

Bob Wade

A familiar scenario pops up on the screen here Planet spaceship and a Jetman on his Starbike The aliens are pretty un imaginative (although rather deadly) and the little things that need rescuing look rather like frogs with antennae

The aim of the game seems to have been rather lost in programming since rescuing frogs with antennae and shooting aliens becomes rather monotonous after a while

Apart from this it s well presented and if you enjoy endless killing endless rescuing and frequent death this could be for you!

Samantha Hemens

PANEL POINTS

As Spectrum multi screen shoot em ups go you re unlikely to find anything better than this Through the secret passage and you can have a go at the enemy planes frantically rolling your barrels as they roar in from aircraft carriers Getting the ships themselves is a different matter – a degree in ballistics would be useful Whatever I tried my shells dropped too short or too long

Although the sound is as tinny as you would expect graphics and animation more than compensate making *Beach Head* a must for those who like a fight

Peter Connor

After playing only once I wandered about the lasting interest but soon I slipped into the atmosphere and from then on it s compulsive Bound to be a big seller – enjoy it

Martyn Smith

For some time now 64 owners have been working out their genocidal tendencies on this excellent game and a Spectrum version has been long awaited by the legions of dead flesh toppers

The graphics are detailed and smooth and given the hardware limitations sound is reasonable

Peter Welker

☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

In each sector you have a forward view into space and can encounter four varieties of object planets on which you can land hyperspace gates energy squares and enemy fighters You control both directions of travel and firing by an on screen cursor which has to be centred on gates and squares to pass through them or on fighters to destroy them

Centering the cursor on a planet will take you down to skim over the surface where enemy bases are located These can be shown on a map which can guide you in on the target The bases are protected by anti aircraft fire from the tops of towers and force fields The towers collapse when blasted and the fields have holes in them through which you can fly

Destroying the main bases on a planet will liberate it and allow you to leave it That sector is then free and you can take a hyperspace tunnel to any of four adjacent sectors

Your craft has a fairly small energy supply which can be depleted by enemy fire contact with force fields or straying outside a hyperspace tunnel Energy supply boxes can be found both on planet surfaces and in deep space and are essential to a successful mission

These boxes are blue and pulsate forward and back as you approach them You have to close with them at speed or they recede which makes them exceptionally difficult to pass through

A delightful if somewhat weird sense of humour runs throughout the game The high score table contains either a poem or a conversation at the start and there are screen modes such as 'pretty slimline and 'wide angle which apparently only the programmer can play

An excellent feature is the ability to change various aspects of the game including the sound difficulty display and ship characteristics The program can be moulded to the player s skill and there s plenty of galaxy to keep you hooked

Bob Wade

PANEL POINTS

Strangely I wasn t too impressed with *Dark Star* when I first played it Yes the graphics were great There was a good feel to the game There were one or two original touches The menu screens had a sense of humour But what? Well I left the game feeling somehow that I d seen it all before and that – however good it was – it was still just another 3D shoot-out that didn t really offer much more than the original *Star Raiders*

On the other hand next morning I found myself aching to have another crack at it There must be a marathere somewhere but rather than bother about what it s I think I ll just sit down and have another game and another

Steve Cooke

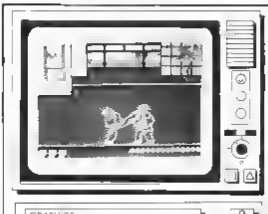
The game belongs to a genre that doesn t often appeal to me – the 3D deep space tactical shoot em up But I found it exciting and compelling and kept wanting to have just one more go Which I did without much success

Even though you can change the levels it was still very difficult It s heartbreaking swooping down to a planet s surface and blasting everything in sight only to find yourself running out of fuel without a gas station in sight

Not that I m complaining that I was struggling to know what to do The controls are surprisingly easy to use considering the large number of options available It s rather that the game really makes high demands on your shoot 'em up skills

The graphics gave a great sensation of the third dimension and *Dark Star*'s size and complexity would certainly have me coming back for more

Peter Connor



GAME: : KUNG FU
MACHINE: : SPECTRUM 48K
CONTROL: : KEYS KEMP SINC
FROM: : BUG BYTE £6 95

Let me take you now to the land of the East where everybody makes fortunes out of hi technology and can knock you dead with one strike of their little finger

Kung Fu places you in the Orient facing a lethal opponent whom you must defeat only to be confronted by another kamikaze fighter bent on your annihilation

The four strokes at your disposal are a chop punch front kick and side kick These are used to hit your adversary or to parry his attacks but can only be done one at a time

You have three lives which are shown by clenched fists in the bottom left of the screen Your strength is indicated by one of the fists which runs through the colours of the spectrum as you gradually weaken under the hail of blows Your opponent also has an indicator which decreases but like you he can be felled by one undefended hit

If you can survive enough bouts and score highly enough you move on to more skilled men and eventually to more than one opponent This is far from easy since even at the first stage outwitting your enemy appears to de



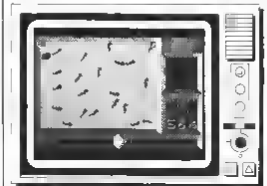
GAME: HANDY ANDY
MACHINE: SPECTRUM 48K
CONTROL: KEMP KEYS PROT SINC
FROM: OMEGA £1 99

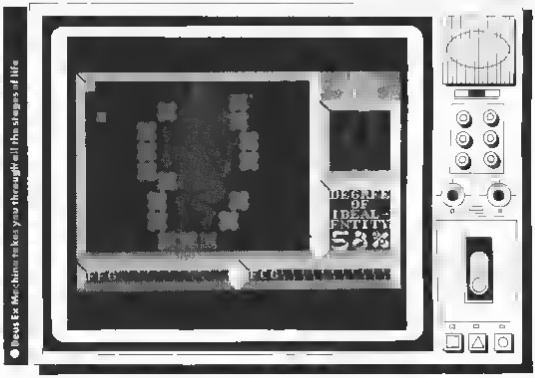
The software market is a strange one It is incredible that such a huge gap exists between the best and the worst. At one end is superb software such as *Sabre Wulf Jet Set Willy* and *Lords of Midnight* and at the other end in the value for money stakes the wooden spoon goes without a doubt to this awful program I had the honour of reviewing the last Omega release and yes folks – this is even worse

We are told that Andy the caretaker is looking after a toy warehouse and suddenly the dolls come to life and try to escape (well who can blame them) Guess who has to try to catch them

You take the title role and can move around the screen in any direction dodging the other horrors of the night – there are loads of these which are very hard to dodge – and catching the dolls by running over them Other toys that are picked up give a bonus on your score Each screen consists of different nasties which are well animated and move very smoothly There is just one skill level but the control keys are good

The graphics of Andy and the dolls are very detailed though the animation





Deus Ex Machina takes you through all the stages of life

GAME: DEUX EX MACHINA
MACHINE: SPECTRUM 48K
CONTROL: KEYS KEMP SINC
FROM: AUTOMATA £15 00

Deus Ex Machina is translated from the Latin as – a god introduced into a play to resolve the plot Yup you guessed it – you re the god and you re trying to guide a human being through its life in the computer

The program is accompanied by an audio tape which when synchronised with the game provides electronic music and a running commentary about each stage you pass through This is a very clever idea but after hearing it through once it merely becomes background noise and after two or three games you probably won t want to play it at all

The program takes you through the life of a person from the welding of the DNA through birth childhood adulthood and finally old age and death Each stage of your development presents you with a different game to play in order to maintain your percentage score of success in life

There are about 15 sections to each life but several groups have the same format This is the case for five of the first six games which involve moving a cursor around and placing it on objects to either keep them spinning or pulsing This is done by simply placing the cursor on the object while trying to avoid the blue scanning cursor of the defect police



pend a lot on luck

Each movement is animated in great detail and the end of each fight can be replayed in a fantastic slow motion sequence Oriental music accompanies the action and the demo screen of three fighters practicing their moves

You can play against either the computer or another person The latter option provides more satisfaction as you d expect

The game loses some of its addictiveness through its sheer difficulty but the excellent graphics and sound are some compensation It may not be an all time hit but you ll certainly get a kick out of it'

Bob Wade

PANEL POINTS

I don't usually approve of violence in computer games but this was a pretty enjoyable rumble The figures were very well animated and even though you're limited to four vicious movements it looked very good on screen

I did start to get a little bored though when I realised I had a good chance of success if I just stood there and repeated the same movements However it's not so easy on higher levels

The sound was pleasantly oriental but terribly repetitive

Peter Conner

The sound and animation are superb The way the characters kick chop and punch each other to death while a tuneful Japanese song rolls on in the background is quite enthralling

Despite this I found my Kung Fu expert (or should I say amateur) failing to do his bit for mankind This was mainly due to the fact that the keys were somewhat oddly placed (and not definable) while the joystick made things quite impassible

All in all, success seemed to depend rather more on luck than skill

Samantha Hemens

is pretty pour The sound is really bad for the most part – just clicks and barely audible The death sequence will really have you tearing your hair out – a tombstone springs up and a high pitched tune plays for about ten seconds This holds up the game and you may find yourself reaching for the plug

The main problem with the game is the fact that the whole wretched program consists of only one screen of action which would not even qualify for being a part of any top game

Prehistoric compared to the standard of software which people will buy and a complete waste of time money and effort on Omega s part

Martyn Smith

PANEL POINTS

When this 48K program took only one minute to load I thought that perhaps it included a fast load system sadly I was wrong *Handy Andy* is short but not at all sweet being a dodge the blob game of the simplest variety

The graphics consist of your little man one type of bouncing alien and various static characters, overall they are limited in variety and uninteresting Sound is very basic with dull plipp sounds punctuating the action

If you are one of the rare breed of snail racing maggot wrestling individuals you w ll probably enjoy this game On the cassette insert it says 'The dolls begin to march out of their store – they obviously have taste

Steve Spittle

The only thing this game is handy for is the rubbish bin It has horrid graphics and sound and a mindless task for you to complete

There is no lasting interest provided by the meagre single screen and the game itself is not very playable Omega seem to have licenced much of the substandard software of either major companies who are unprepared to sell it (I wonder why?)

Bob Wade



and not letting anything stop moving

Your cursor is green and as far as I can tell it s a mouse dropping with which you can control the progress of an accident in THE machine The plot of this little mishap is related on the audio track and starts with this unfortunate mouse having its sphincter eased by nerve gas hmmmm?

I won t burden you with the details of the story on the soundtrack related in words and music by famous names like Ian Drury Jon Pertwee and Frankie Howerd Suffice to say that it lives up to Automata s weird reputation and may well appeal to people taking degrees in philosophy and sociology

The game always lasts the same amount of time and your success at each stage is determined by a percentage score which will drop for every failure you have

It s certainly not just a game – more of an attempt at entertainment The problems it faces in achieving popularity are great though some will find it tasteless others unplayable and many just won t be able to relate to the game concept

I liked it however and found it highly original and enjoyable But beware you should definitely try before you buy with this one

Bob Wade

PANEL POINTS

It looks like an awesome package – star-studded soundtrack etc – and it's certainly an awesome price But Automata s sick black humour is unlikely to make you chuckle for long and the music is tuneless enough to forget after a couple of hearings

So it all comes down to the quality of the game that's buried somewhere inside Unfortunately gameplay alone would not sell this package most of the sequences are very simple and don t bear repeated play Once the novelty s worn off you ll wonder what you can do with it

Peter Conner

It s certainly different but without its rather weird and wonderful music it might be just another game

Graphically it s brilliant in parts, uninteresting in others The various stages of Man's life are portrayed quite well

Though some of the screens seem to want to rob you of your eyesight

Finding out what to do in each screen does use some brainpower since the instructions are somewhat obscure The question is whether you'll want to play it more than once

Samantha Hemens

*There's s*ometimes only a thin dividing line between brilliant originality and insufferable gimmickry I think most game-players will feel *Deus Ex Machina* falls just the wrong side of the line

Some aspects of the package are stunning – the opening graphical sequence, for one The trouble is the synchronisation of the music with the action means each game is of a fixed length and this has imposed a severe limitation on the actual game-play I also found the story line ultimately to be pretentious rubb sh

Chris Andersen

GAME: VERTIGO
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: UNIQUE, £5.99

Vertigo is a strange cross between *Berzerk* and *Jet-Pac*.

It has you travelling through a maze with a large number of interconnecting rooms; these rooms contain aliens who attempt to bounce into you. Your objective is to collect seven keys which have been placed throughout the maze.

After you have killed all the aliens in a particular room you are shown a map of the maze. This has your position and that of the keys marked on it. Some extra lives are also available in a number of the rooms; these are also marked on the map.

Once you have collected all of the keys, they must be taken to the trunk in the top left-hand corner of the maze and you can then exit.

Your man is equipped with a jet-pac and a laser gun. He is also incredibly large (approximately one third of the height of a room). Although he is very well drawn and moves smoothly, controlling him is very difficult and the aliens have a nasty habit of bumping into various parts of his anatomy as his size makes it almost impossible to dodge them. For some reason the aliens are not as well drawn or animated as the impressive-looking rocket-man.

Vertigo appears to have a fairly limited variety of aliens, as even the small amount of rooms I visited contained aliens identical to those in other rooms.

Unfortunately, the program can also be 'broken out of' accidentally when you are viewing the instructions or entering your name in the score table; this should not be possible. This combined with the obvious derivative elements has given *Vertigo* a tacky feel.

Overall due to control problems and poor presentation I must give what may have been a reasonable game a definite thumbs down.

Steve Spittle

GAME: TILER
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC PROT
FROM: INTERCEPTOR MICROS, £5.50

Playing this game made me wonder where on Earth computer game writers get their ideas from. The author of this particular program must either possess an incredibly twisted imagination or spend half his life drugged to the eyeballs. Would *you* think up a idiot like this?

As the tiler, you must walk around the house, garage and garden of one Rob Rubber, collecting tiles and taking them to the roof. Meanwhile – and here's the weird bit – Rob bounces around performing incredible leaps and cart wheels. Should you be caught underneath him you are squashed and lose a life. Now try and tell me the author of this is a sane human being.

The three scenes are beautifully drawn, from the bathtub and lights of the house to the car in the garage and the tree house in the garden. You are a pleasant little stick man who walks quite smoothly while Mr Rubber performs his acrobatics in totally pleasing graphic style.

You go from location to location, up and down stairs and, on possession of a key, through doors. The tiles are in the garage and you must take them to the roof of the house, all the while dodging Rob.

Unfortunately you must collect so many of the things – you can only carry one at a time – that the game can become a routine as you repeatedly follow the same path again and again. Thus the lasting appeal of the program is doubtful, even beyond the first few days.

Controlling your man is easy enough either with keys or any of the three popular joysticks. However you do find that getting off stairs is a problem, as you need to be at either the very top or bottom.

A pity really, because a nice if strange idea and some good graphics have been spoilt by a lack of variety. **Peter Walker**

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT

American Football

Left 81, left 81, hup, hup, hup, the quarterback shouts over the roar of the crowd. As the ball is snapped, there is the thud of flesh hitting leather and metal, and the crescendo of noise rises to new heights while the ball spirals into the arms of a waiting receiver for a touchdown.

If you hollowed all that you already know about American football and will love this game. Otherwise you will need the rulebook supplied and a fairly vivid imagination.

The game puts you in charge of any team you care to choose and you can play four quarters of action against the computer or a friend. Throughout the game you will be in defence or offence and in either case you have to decide what type of play your team should adopt.

When carrying the ball in offence you have 11 plays, four passing, four running and three kicking. There are only four defensive plays and so the emphasis is on the attacking team to out guess the defenders.

After making your choices the effect is displayed on the screen with tiny players rushing around and the ball carrier flashing. Once the play is complete you are informed of the result and progress to the next down.

The basic concept is very simple and you just have to pick the right play to outwit your opponent. The program is run by two letter inputs and can handle options for giving you time outs and statistics during the match.

If you are not already familiar with the sport you will need to have a long read of the instructions. Don't be put off by the jargon because the game isn't that

PANEL POINTS

Indulge in legalized GBH in the comfort of your own home with this clever program from Mind Games. And a mind game it is – with all the various ploys, options and tactics. The 16 page booklet is essential reading – even for those familiar with the sport.

Despite this complexity – once in play the game becomes interesting and exciting as you will your running backs through those vital few yards.

Peter Walker

Enjoyable even if you don't understand the sport. The graphics are good for this type of game and well animated. There's not much sound but that is not a drawback. There are quick responses to inputs and the action sequences are thrilling.

I was soon engrossed and found that I could easily pick up some of the tactics and understand what was going on and after subsequent games I had the play flowing well.

Football Manager has ruled the roost for ages as the best sports strategy game but this is far superior – if the theme appeals to you buy this game.

Martyn Smith

I'll have to be honest now and tell you that I know about American football you could write quite easily on the back of a postage stamp. Fortunately that didn't spoil my enjoyment of this game one little bit.

It is simple, colourful and once you've read the extensive glossary... dead easy to play. That's not to say it isn't challenging – it is – but never the less even an idiot like myself can play it after only a few minutes with the help of the documentation. And it's a lot less risky than the real thing!

Rob Patrick

RUM • SPECTRUM • SPECTRUM

This game appears to be a cross between *Jetpac* and *The Pyramid*. It comes from Spain recently the breeding ground of some very nice games, and is basically a mega-shoot 'em-up.

The game's graphics are clear, smooth and well-drawn and the sound is above average. At first the game is intolerably difficult and I suppose one could easily get very bored...especially since there is an annoying little jingle every time you die.

I persevered to other rooms, but not to much satisfaction.

Rob Patrick

PANEL POINTS

Just as the instructions look like they've been written using a phrasebook (I quote 'At last the man is arrived to Mars'), so this game appears to have been constructed from Ultimate's back catalogue.

Peter Welker

Elements of *Vertigo* are very impressive, like the large animated main character and the number of rooms to explore.

However the major drawbacks, of the screens being repetitive and the task you have to complete being a straightforward treasure hunt, make this a slightly disappointing program.

Bob Wade



GRAPHICS 6
SOUND 5
ORIGINALITY 4
LASTING INTEREST 5
OVERALL 4

I have mixed feelings about this game. On the one hand, the graphics of the locations are really superb, colourful and totally hi-resolution. But on the other, it seems that Interceptor have designed these at the expense of everything else.

As character graphics go the stickman in this game is totally unappealing and extremely hard to control. There is no variety in this game and I soon tired of it.

Mertyn Smith

As the saying goes, 'All that glitters is not gold', and unfortunately this is very true of Interceptor's *Tiler*. The background scenes are very attractive, perhaps even up to Ultimate standards, but sadly the programmer has forgotten that a game also needs to be playable. Your stick-like man has a tendency to become invisible when he clashes with some of the badly chosen background colours -- this is really very annoying.

There is a very limited variety of gameplay with only you and Rob Rubber in the neighbourhood. With the time it takes to transport tiles to the roof and your only adversary the bouncing Rob, this game rapidly loses what little shine it had.

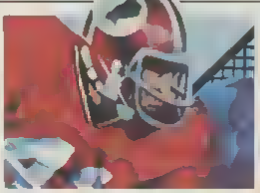
Steve Spittle

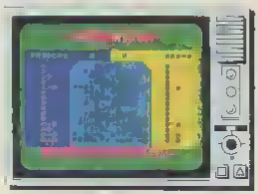
PANEL POINTS



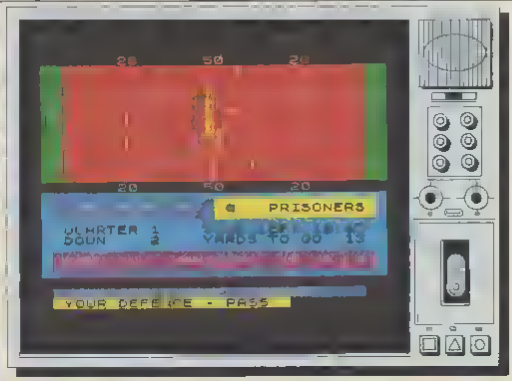
GRAPHICS 7
SOUND 5
ORIGINALITY 6
LASTING INTEREST 6
OVERALL 6

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•





Make your plays against the computer or a friend in this thrilling game



You (or I) have to know the real game to enjoy this simulation

GAME: AMERICAN FOOTBALL
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: ARGUS PRESS, £9.99

GRAPHICS 6
SOUND 4
ORIGINALITY 7
LASTING INTEREST 8
OVERALL 8

complicated to get the hang of.

Newcomers will be disappointed by the stickman players and the lack of bone crunching sound effects but fans will love it and it's realistic enough to keep me playing for hours.

Bob Wade

GAME: ZENJI
MACHINE: SPECTRUM
CONTROL: KEYS KEMP SINC, CURS
FROM: ACTIVISION £9 99

To tell the absolute truth when I first loaded this game I could make neither head nor tail of it. The aim is to fill a maze with yellow by rotating the various elements

As you can see, this does not lend itself easily to description and the copywriter to avoid this problem, has filled the tape inlay card with a load of pseudo philosophical hokum. The instructions are full of words like experience 'desire and 'intuition in a desperate attempt to create an illusion of oriental mystique. In fact the game is simply a puzzle to be solved in real time.

You move your man around and when you reach a junction you can rotate that section left or right. If you make a useful connection the pieces you have connected with turn yellow. Eventually you will turn the whole network yellow and you then progress to a higher level with a larger maze and the added disadvantage of having the flames of desire chasing you. Should you make contact with these you will 'lose your head' and have to start again.

'*Zenji* is like life' claim Activision. But then they also say: 'There is no conquest. There is no planning. Use the mind differently.' Well I'm not going to argue with their philosophy but I am dubious as to how well this game is likely to sell. It's not easy to get into and even when you have figured out what to do it's not exactly the most addictive game you'll play.

On the plus side the graphics are good and chunky and the sound, though not excessively used, is nonetheless effective. Control – fairly good but can be a little sticky at times.

If you like computerized puzzles, *Zenji* may appeal to you. It's certainly one of the best, but unfortunately this isn't my cup of Darjeeling.

In the words of my brother, 'How do you shoot?'

Rob Patrick



GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	7

PANEL POINTS

The strange and mystic writings and the warning to trust your intuition on the cassette inlay made me a bit sceptical about the content of this game. But they are right – to get to grips with this one you must take heed of the warnings and use your intuition.

The graphics are pretty unimaginative and there is no sound to speak of. The overall presentation is rather scruffy and looks as though Activision have rushed it out, but *Zenji* is still very good, and an excellent puzzle.

With the release of Beyond's *Ankh* it looks as though we may be entering the era of the arcade-puzzle and if so *Zenji* will be one of the top sellers. A worthy addition to anyone's software collection and especially those with quick fingers and logical minds.

Martyn Smith

To begin with I found *Zenji* horribly frustrating – now I know it's horribly addictive.

You compete against yourself, perhaps that is what makes it so enthralling. I guarantee that even if you hate puzzles this one will have you hooked, but remember: 'hang loose'.

Steve Spittle

GAME: PIROMANIA
MACHINE: SPECTRUM 48K
CONTROL: KEYS KEMP SINC
FROM: AUTOMATA £6 00

Another of Automata's games featuring their cult character the Pi-man. In this game he is not under your control – in fact he is very much the bad guy of the piece. The Pi-man it seems has become an arsonist.

The layout of the game is rather basic, consisting of ladders and platforms to represent a building which is rapidly becoming an inferno. Your man a chubby well designed little fireman must rush around putting out the fires which appear randomly on any of the platforms, most of them having been started by you know who. He must also open doors to set free the fleeing inhabitants.

The fires are put out using the fire extinguisher or the bucket (which you pick up by moving over them). However these soon run dry. The bucket can be filled at the tap (which is on the lowest platform) and there is often more than one extinguisher on each screen. The doors are opened simply by moving through them.

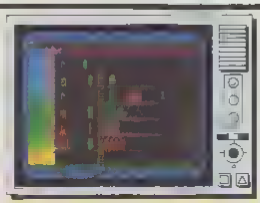
Your only help in this red hot scenario is from a pink elephant which occasionally stampedes across the upper most platform extinguishing the fires.

Bonuses are achieved for each inhabitant that escapes and for valuables and dynamite collected (these objects appear irregularly on any of the platforms). The sheet is completed when all the fires are put out and the next sheet has a different layout.

The graphics are fairly small and a little flickery but are well designed and colour is well used. The sound is continuous and of a good standard.

Piromania is probably Automata's best effort to date, but I do find this Pi-fixation a little ridiculous. A game with little variety but a great deal happening all at once. Good fun, but it may not light *your* fire.

Martyn Smith



GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERA	7

PANEL POINTS

This is driving me wild! Everywhere I look there's a fire starting or something to be collected. My bucket's empty and so are the fire extinguishers. Where's that tap? Oh no! That girl's trapped by the blaze.

Like I said, *Piromania* is driving me wild. It's fast, furious and fiery. I have no doubt this will do a bundle in the shops, just as it deserves to.

Rob Patrick

The graphics, though rather small, are cute and well animated. I especially like the angel which flies up to the heavens when you lose a life and the pink elephant (funny thing to keep in a house) which jumps its way along the top floor.

Overall this is one of the better Pi-man games.

Richard Eoniface

At first it seemed to be just a fancy version of *Space Panic* – but that turned out to be a false impression. This is a very enjoyable game in its own right.

The graphics are really very amusing with creatures like the pink elephant who prances comically across the screen. The sound is hilariously gruesome – the people squeal as they're consumed by the ever expanding fire.

Steve Spittle

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GAME: YUMPING YOSSER
MACHINE: DRAGON 32/64
CONTROL: JOYSTICK
FROM: KNIGHT SOFTWARE £5 95

Gis a job is what you might expect from this program but instead of being based on the much-loved Liverpudlian it is instead a close cousin of a certain crazed miner

Yosser has been separated from his sweetheart Daisy and has to fight his way through 15 screens of platforms to find her again

All the stages take the same general format with a key in the top left-hand corner of the display and a door in the top right Your task is to get first to the key and then to the door which will lead to the next screen

Aliens are found in all the rooms and they move left and right on the various floor levels These can be jumped over and on the later sections this is essential since you appear at the start in some nasty predicaments

Jumping is done by pressing fire and you automatically leap in the direction you are facing Careful positioning is required though or you may bang your head on the base of a platform or not make enough height You can only jump and fall one level at a time and trying to go further will result in disaster

GAME: BRUCE LEE
MACHINE: ATARI 400 800 XL, COMMODORE 64 (£9 95)
CONTROL: JOYSTICK
FROM: DATASOFT/US GOLD, £14 95

Games based upon TV shows or film stars tend to be fairly mediocre relying on the title rather than the game itself to sell Datasoft's *Bruce Lee* however is a big exception

You play Bruce Lee, a kickboxing [illegible] wealth and the secret of immortality You have to penetrate the Fortress of the Wizard, who has both of these, and destroy him To reach him, you must make your way through 19 screens of action You have to collect lanterns (no I didn t understand why either) to enable you to move from screen to screen

Trying to stop you are two lethal enemies the Green Yamo who attacks you with blows, and the Ninja who is armed with an array of deadly weapons Fortunately you can give as good as you get with karate chops and kicks At early levels these two are easy to kill but in later rounds they become considerably faster and more deadly The Yamo ends up [illegible] you

Bruce is a very manoeuvrable figure and controlling him is simple You can run, jump, duck, chop and kick the latter actions being accompanied by appropriate bone-crunching noises

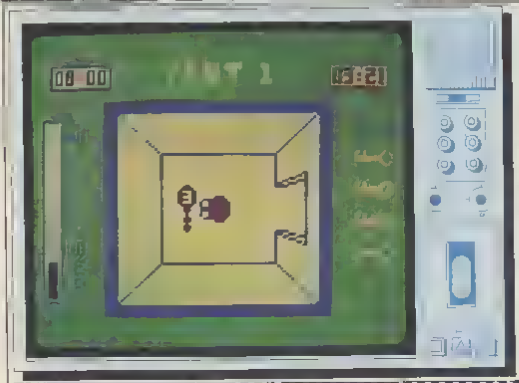
There are several player options allowing one player to be the Yamo or two players to alternate as Bruce and his green foe There is also a very useful option for left-handed people

Apart from the lack of sound and a rather anti climatic last screen (in which you confront the Wizard), *Bruce Lee* is a great game and well worth the price

Steven Perkins

GRAPHICS	8
SOUND	5
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆



● Finding the key in Back Tracks menacing task



● A bird's eye view of Eddie

GAME: BACK TRACK
MACHINE: DRAGON 32
CONTROL: KEYS
FROM: INCENTIVE £6 50

GRAPHICS	9
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

Back Track

This is 1984 Human beings are treated no better than Pavlov s dogs Heartless scientists wind us up and make us play for their amusement like clockwork rats in a trap All in the interest of science, you understand

Such a gruesome fate has befallen Eddie in this game Imprisoned by the mad professor Eddie must undergo five tests in a macabre labyrinth to see how long his will to live can last.

And he s such a nice boy A round smiling face is topped by a great shock of red hair That smile s wiped off though, when the prof's plunger thrusts him into



C • MISC • MISC • MISC • MISC

Your character moves very smoothly and although the other graphics are good the game still has that vile green screen Titles are on all stages and usually consist of alliteration on peo ple s names like Marie s Maison and Simon s Shack

Extra lives are gained after screens five and ten and your spare men wander around in a little space at the bottom right of the display while you play

There isn t much variation in the different screens but they do present a strong challenge and won t be beaten easily It s a very welcome addition to the ranks of the Dragon s software

Bob Wade

A bit disappointing. 15 screens of *Manic Miner*-style action sounded pretty good but, despite the witty names, they were all rather too similar, featuring fuzzy monsters and a familiar layout of platforms

Yosser himself is quite an engaging fellow, even if he does take a long time to get airborne and the game as a whole is just about above average for the Dragon.

Peter Connor

With such eloquent phrases appearing on the screen as "Owl A headbanger", who could dislike this game?

PANEL POINTS

The little character, all dressed in blue (he s even got a little blue cap!), jumps from platform to platform with real style – that is, if you've learnt how to negotiate a Dragon joystick. While the monsters in their pretty unvaried shapes and sizes seem to enjoy making life difficult

It's a pity that Knight Software couldn't manage a change of background colour since green does become rather tedious However, I did enjoy "jumping" around the screens and if you like platform games you should enjoy this one too!

Samantha Hemens

GAME: HESGAMES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: HESWARE £27 95

The recent arrival of numerous *Decathlon* derived games makes life very hard for the potential buyer But look no further *Hesgames* from Hes ware offers some of the finest graphics sound and play for the 64 if you can afford it'

It has six events 100 metre sprint 110 metre hurdles long jump archery springboard diving and weightlifting. All events are tough gruelling and ener gy draining

There is a facility to save and later reload your performances so those re cord breakers are never lost There is a choice of players team names and col ours and the manual has tips to help you give your very best performances

I stress the quality of this game but it must be viewed in relation to its price – £27 95 It is on disk but is still very expensive for the average 64 owner Nevertheless I rate it high

Tony Takoushi

GRAPHICS	10
SOUND	8
ORIGINALITY	0
LASTING INTEREST	9
OVERALL	7

GAME: TROUBLE BREWING
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: SILVERSOFT £5 95

Plenty of trouble for do it yourself alco holics who attempt to gather ingre dients mix a potent brew and then cure a whopping hangover Graphics are colourful and the gameplay can be quite demanding but there s only five screens

Peter Connor

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	5

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•

the living hell of the maze

A very original and difficult maze it is too You get a bird s eye view of Eddie as if the roof of the building had been detached as he desperately wanders from room to room

He s looking for the four keys he needs to unlock the exit Of course he s also looking for that too The trouble with these keys is that they have to be collected in sequence

Eddie can make things easier if he can get hold of the map but that too is randomly hidden in the maze and it s a matter of luck if he finds it quickly

Naturally this is a dispiriting business and the willpower indicator at the side of the screen shows just how desperate Eddie s getting If he runs out of this essential stuff it s all over

But he can replenish his supply of will power by gobbling the cherries found in some rooms and by collecting keys Unfortunately these rooms also contain a sprinkling of slothful snakes (of the green variety)

Eddie can sneak past them if the serpent head is turned away If not he is swallowed whole The professor has also laid his pet mutated rug in wait and it doesn t like being disturbed one bit Skeletons are also left lying around to dispirit him still further But still he troops on with his little feet sticking out in front of him as he goes

Test 1 can be completed with luck and practice within ten minutes The next maze is bigger has more keys and takes a quarter of an hour or so Test 5 if you get that far will take getting on for 40 minutes

You'd think there was no life in 3D maze games, but here's one which comes up with a brilliant new approach – viewing the action from above. This makes it so much easier to remember your way through the maze – it's far more satisfying than 3D maze games which drop you in at ground level.

Eddie is very cute, even viewed from above, and the scrolling of the maze as he moves is impressive.

Possibly a bit more could have been done with the keys – each key could have opened up a new section of the maze. But just collecting them is adventurous enough – this game would probably be a hit on any micro

Chris Andersen

The lovely way that poor Eddie digs his heels in to try to stop himself being pushed into the maze is tearjerking, and you can see why once he s there

PANEL POINTS

The gobbling green snakes and spooky skeletons that hang around in this place, are rather nasty – like if you're not careful, you die. And that's not the only problem!

So, if you enjoy dicing with death, *Back Track* down to your local store NOW!

Samantha Hemens

I have the will, I have the determination ... then again perhaps ... oh no, I just can't take anymore, Mother!

Sorry, it's just that small spaces, time limits and evil professors have this strange effect on me The novel graphic viewpoint and the compulsive maze search all make this a highly addictive game

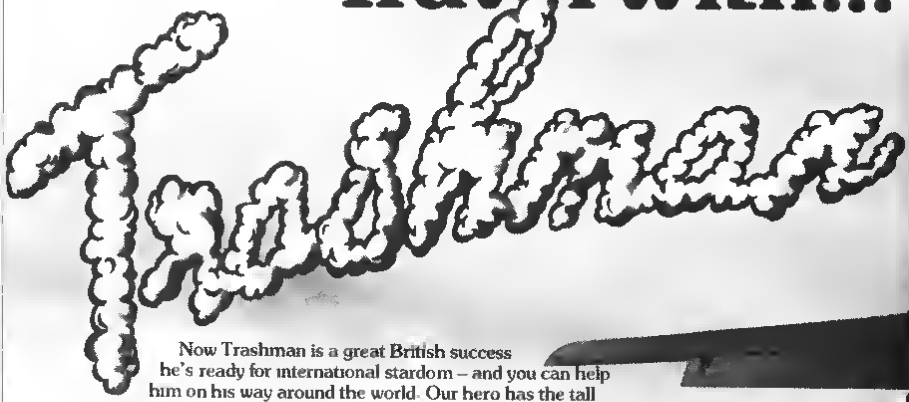
Some of the touches, like being pushed into the maze and swallowed by the snake are delightfully done adding the essential sense of humour Wonderfully difficult and great to play

Bob Wade

Back Track is a really original variant of the maze game and provides a grip ping and lengthy challenge Graphics are excellent but the sound s merely average not that it s terribly important Dragon owners will want to get out of this one

Peter Connor

Travel with...



Now Trashman is a great British success he's ready for international stardom – and you can help him on his way around the world. Our hero has the tall order task of cleaning up every major litter spot around the globe. Scooping up flowers thrown into the bull ring by matador fans in Spain, collecting the tissues of the faithful as they sob by Jerusalem's Wailing Wall, picking up coconuts from a palm beach in Samoa and collecting the empties at the German beer festival (Trashman still likes his tipple!) are just some of the challenges that make up Trashman's task.

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TRAVEL WITH TRASHMAN. AUTHOR - MALCOLM EVANS

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GAME: BATTLE GROUND
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: OMEGA £1 99

The idea of the game is to pilot your glider fending off the waves of the attacking enemy forces and bearing in mind the limitations of the machine very good it is too

Your glider can be moved up and down on the right hand edge of the screen and is protected by the row of barricades occupying alternate character squares The barricades are gradually shot away by the enemy but as your glider's weapon has no effect on them they can also act as protection for the enemy too

On the subject of the enemy each wave has a row of them on the left hand edge of the screen which advance to ward yonr glider They appear in various guises ranging from cars to beasts some obviously inspired by the imperial walkers of the second Star Wars film As if this wasn t bad enough each alien must be hit six or more times to destroy it increasing by one each level

By way of defence from these George Lucas figures your craft is equipped with a laser At the tooch of the joystick the glider is propelled into the battle field and is able to lay barricades in the path of the attacking onslaught Be careful not to take off into a barricade or hit anything on the way though or it's goodbye to one of your nine lives

The graphics in the game are excellent for an unexpanded Vic with a good variety of alien forms

Sound was scarce but then you can t have everything

Movement of your glider is very fast sometimes irritatingly fast requiring a very light touch of the joystick to move one position

Despite its simplicity I found the game quite addictive and very playable in comparison with some of the recent releases for the onexpanded Vic it's definitely worth a few load

Jeremy Fisher

GAME: DODO LAIR
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS..JOYSTICK
FROM: SOFTWARE PROJECTS £5 95

So you thonght speedy shoot em ups were extinct on the unexpanded Vic? You thought dodos were as dead as the dodo? Wrong on both counts because *Dodo Lair* shows that the strange bird is alive and well and inst raring to get at you

Controlling and playing the game are pretty simple which is not to say that it s easy because the screen is packed with hostile aliens who are not at all easy to dodge

You control a gronnd skimmer a rapid-firing ship which moves only vertically Coming at you horizontally are swarms of Henpeks Mults B B s Wallys Radas etc Graphically these are nothing special – chonky blocks – but they re colourful and they come thick and fast

Obviously you have to destroy these things Different aliens give you varying scores A mere Wally for instance will bag you only one measly point while the big red Rada gets you 200

The ones to watch are the B B s even though they only score you ten points If these purple rascals get through to the right hand side of the screen your goose is cooked

The tronble is that they often hide in a thick cluster of other creatnres At such times judicious nse of the shields is called for to force your way through the protective covering of Prongs and Poles

Once a wave is cleared you get a crack at the Dodo a gruesome red monstrosity which hops up and down spewing out deadly eggs

Hit it twelve times and you progress to the next stage And so on until you ve destroyed all nine waves

Dodo Lair is certainly not the most original thing since *Manic Miner* but it has all the virtues of the good shoot em up it s noisy fast colourful and really quite addictive

Peter Connor

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Mega Vault

Mega Vault is without doubt the best game I have ever seen on the Vic The fact that it is written for the unexpanded machine is even more incredible

You are a Megaboopa a cuddly selfless little creature intent on rescuing yoor owner Fred from the evil clutches of Doctor Zorklef The Doctor has locked up Fred in a cage within the impenetrable Mega Vault and plans to carry out horrific experiments on him

Bravely you set off to collect food for your hongry master and more importantly to find the key to the cage

However things are never that easy especially in the world of computer games Doctor Zorklef's security set-up would put Fort Knox to shame

There are Mega Mines which float about the vault menacingly Ultron lasers firing blasts of searing heat and the Delta Block which will sqnash an onsuspecting Megaboopa into meat-paste

Having ontmanoeuvred the security devices collected the food and found the key you must now retrace your steps to free your master However even when you have released Fred from the vault yonr problems are not over The Doctor has cnnningly designed his prison so that any escapees have to negotiate several different bnt equally hazardons vaults Should keep yoo busy for quite some time

The graphics and sound are very good considering the meagre amount of memory space I loved the way Megaboopa danced about while he was waiting to be moved But Fred has to be one of the ngliest characters in any game strongly resembling a Space Invader Having combined this with an excellent idea Imagine must be onto a winner

Buy this if it s the only game you ever buy for your Vic

Fraser Marshall

PANEL POINTS

What an excellent game *Mega Vault* is for a computer with a very small memory An original idea combines well with good sonnd and graphics and makes it the best 3 5K Vic 20 game by Imagine

There are not many good game for the unexpanded Vic (except *Arcadia* – another Imagine masterpiece) It is quite amazing that this game with a fantastic title page can fit the memory available

It is on obsolute MUST for ony nnexpanded Vic owners anywhere

Adrian Ogden

If you didn t read on the tape inloy that this was an enexpanded game yon could be forgiven for thinking it was for an 8 or 16K machine

The ossault course monner in which you have to conquer the vonlts combined w th the breathing spaces between stages means you are continually summoning your resonrces for the next charge past danger

The game retains its interest even after you have completed a screen beconse although yon may know how to complete it your reflexes and mind oren t always np to the task

The Imagine legacy lives on inthe tape inloy and with more games like this they might have survived

Bob Wade

The game looks quite simple once yon ve worked ont how to do it but let me warn you one small errar ond you're obliterated

Megaboopa has this great way of sort of bouncing on the spot ond although he s only a black blob with legs he s got a lot of character

Samantha Hemens

VIC 20 • VIC 20 • VIC 20 • VIC 20

PANEL POINTS

This is *Space Invaders* flipped on its side. There is a good variety in the graphics used with different enemy weapons attacking in each wave, however your glider doesn't look as if it could get an inch off the ground.

One very Minterish touch is that with each round you fire at an opponent a colour change takes place giving a good indication of how many more laser bolts you need fire until the death of your enemy.

Just another shoot-'em-up to join this already overcrowded area of the games market for the Vic. But not bad value for money at £1.99.

Easy for the beginner to learn because so many lives are given.

Fraser Marshall

A lot of computer owners may knock *Battle Ground* but really it is not such a bad game. It does not have great grahics or great sound, but then what does on a 3.5K computer?

The idea is not new but it contains original features. It is important for good new games still to be produced for the Vic and this game is not far off being good.

Adrian Ogden



GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	7

PANEL POINTS

Well this was certainly a whop! slam! wallop! game. Programmers seem to have got the knack of getting speedy graphics on the old Vic, but of course the memory doesn't allow for much variation in gameplay.

Still, I quite enjoyed *Dodo*. At least there's two different attack sequences requiring different tactics. Well, perhaps tactics is too strong a word. All I did was keep my finger glued to the fire button and my eyes glued to the screen. Mindless, old fashioned zap — no wonder Dodos are extinct.

There seem to be one or two minor bugs in this game, but this doesn't detract from its playability.

The Dodo looks more like a red inflatable duck with cold legs — but not to worry. Since the rest of the aliens are all pretty run of the mill it fits in quite well.

I was slightly annoyed by the lack of High Score table and after a while at the joystick, frustration set in and I gave the game up to a more eager reviewer. I never did get further then the first encounter with the Mimic Dodo!

Samantha Hemens

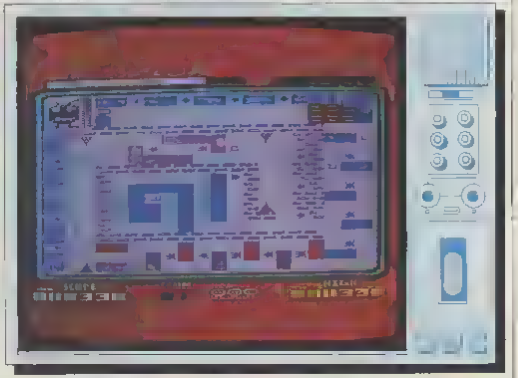


GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6

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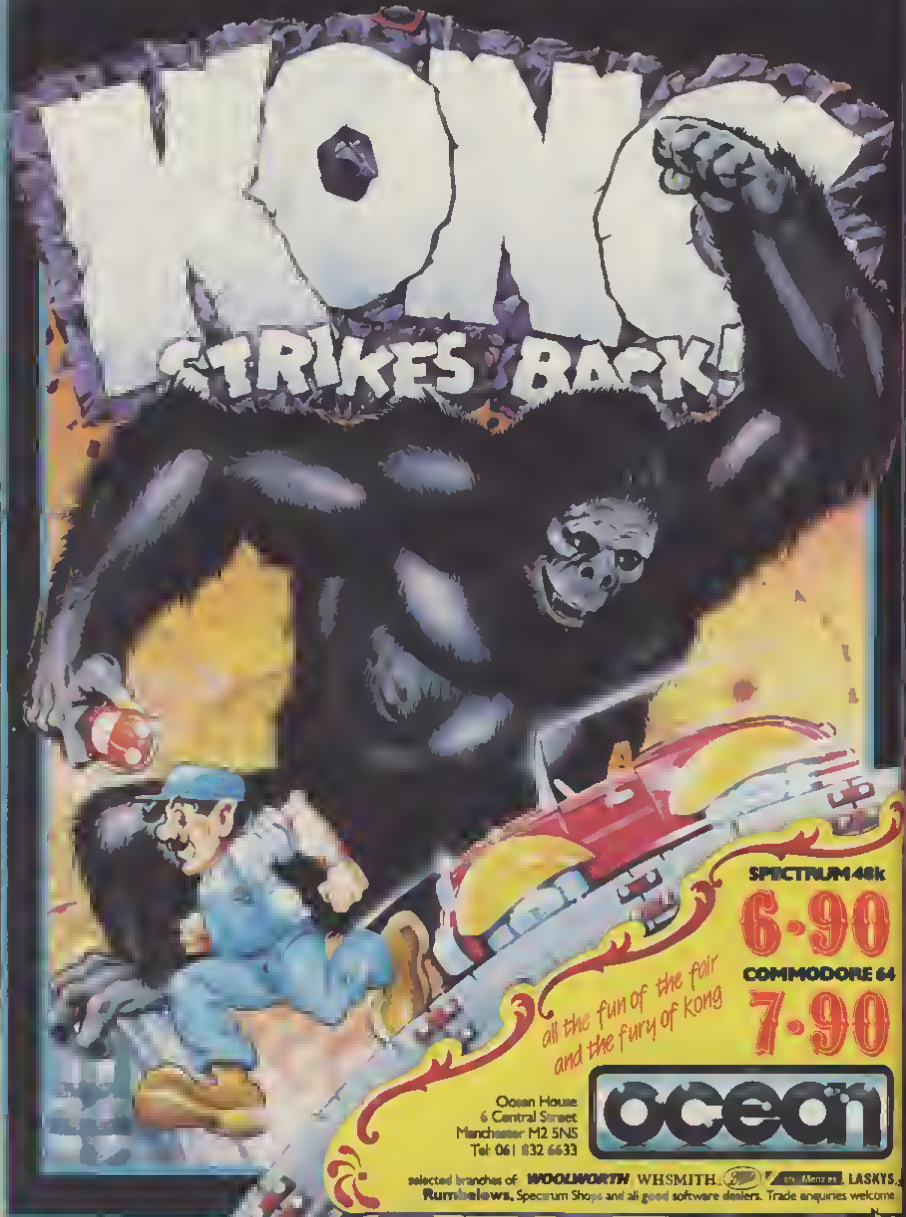


● Colourful graphics and user-key options in Mega Vault

GAME: MEGA VAULT
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK KEYS
FROM: IMAGINE £5.50

GRAPHICS	8
SOUND	6
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

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GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

GAME: TARZAN
MACHINE: BBC B
CONTROL: KEYS JOYSTICK
FROM: ALLIGATA £7 95

If you think when you buy this game that you'll be transformed into a muscle-bound apeman in a loin-cloth with a scantily-clad Bo Derek swinging after you I'm afraid you're in for something of a shock This game has no swinging vines no savage lions and no resemblance to its arcade counterpart You don't even get to see Jane until the final screen

You Tarzan (sorry but I had to fit it in somewhere) must look for your own true love, Jane, and rescue her from the clutches of a vicious Thingummy-jig Actually the instructions don't tell us what it is and I've not got far enough into the jungle to find out.

You travel through the forest by jumping between platforms and avoiding various hazards such as a bear dropping apples on you Your progress is assisted by some patches of ground which strangely enough, rise and fall in rhythm There are also a series of arrows which indicate the way out

Tarzan reminds me more of *Jet Set Willy* and *Donkey Kong* than the arcade original and it is in fact quite a good platform game But this kind of thing is rapidly becoming old hat and



GRAPHICS	6
SOUND	7
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

GAME: COPTER CAPERS
MACHINE: BBC B
CONTROL: KEYS
FROM: A&F SOFTWARE £6 90

Your mission is to rescue the survivors from a fishing boat that broke up in heavy seas Little did you expect a sudden increase in turbulence to somehow transport you to another time

Never mind the story line let me describe the actual game itself The tape loads preceded by detailed instructions Your helicopter appears in the middle of the screen and down below there are the drowning people

But wait, there are also submarines with swastikas and up in the sky there is an airship Your effort to lift the people off the waters and to place them on firm ground is hampered by the surface to air missiles launched from the subs and the heat-seeking missiles from the airship

However the helicopter has obviously been transported back in time rather than forward since the weaponry of your helicopter is vastly superior to the weapons of the airship and the numerous subs put together

For the first screen at least, it is almost too easy to blast the enemy into smithereens while at the same time rescuing



GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	6

GAME: Hi-BOUNCER
MACHINE: BBC
CONTROL: JOYSTICK KEYS
FROM: MIRRORSOFT £6 95

As the friendly Mr Bounce you have to help your pals, who get themselves into lots of scrapes You bounce and roll your way around the 3D town with the aid of the joystick or keys carefully avoiding certain other Mr Men and several obstacles including birds falling fruit and puddles

In the first screen you have to land feet first on Mr Tall's scarf because he can't reach it If that was all you had to do then this game would be easy Unfortunately because Mr Silly is being very silly and walking backwards he doesn't see you and, if he accidentally bumps into you, then you lose a life

In the next level, you have to help Mr Lazy build his house You do this by jumping onto one end of a see-saw which then sends a window frame flying into the house This level gets quite hard as you still have to avoid Mr Silly and the puddles which start appearing

The next screen has you helping Mr Bump who is having trouble knocking fruit off his trees You have to jump up and catch the moving fruit but avoid the red and yellow ones This is rather



GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	5

GAME: SINBAD
MACHINE: BBC B
CONTROL: KEYS
FROM: VIRGIN £7 95

You play the role of Sinbad the sailor in this fantasy game from Virgin This time his quest is to convert his evil enemies to the peaceful way of life

These baddies float through the air and with the aid of your flying carpet, you must convert them by touching them But don't touch them twice as they still possess enough malice to knock you to the ground and drain your energy

Once you've converted all of them without getting too battered in the process you go on to a journey through an asteroid storm! You must control the carpet to avoid direct collisions with the asteroids that come hurtling towards you When you manage to come out of this the process is repeated with another type of enemy The game ends when your energy goes down to zero

The fast flicker-free multi-coloured graphics are very good The way in which asteroids spinning on their own axes increase in size as they come hurtling towards you is especially impressive

This game doesn't follow any standard *Pac-Zap Invader* type theme and the instructions claim that there is a



• BBC • BBC • BBC • BBC • BBC

BBC owners already have a multitude of *Kong* derivatives to battle their way through

Graphics are fairly good though they do lack clarity and there is only limited animation Control of your character is reasonable with a sensible choice of keys but it is easy to overshoot and successful play will rely on precision and patience

If you have a penchant for this type of game then I have no doubt you will enjoy this Alligata have obviously put a lot of thought into what makes an exciting platform game I just long for something more original However until that day comes Unkmangana

Rob Patrick

PANEL POINTS

The sheer detail of the background graphics the smooth and extraordinary animation make this game a joy to watch as well as to play

Unfortunately the detailed graphics mean that there are only four screens to complete but you will need to think hard under pressure as well as be nimble with your fingers to get through all of them There's no pause facility to help you either

Shingo Sugiura

I've got a sore throat and bruised chest because of this game I had to do all the jungle sound effects myself! Apart from that it's a compelling game where every failure drives you on to have another try

Being a platform game it isn't very original even for BBC owners now but the challenge of completing the four extremely difficult screens keeps driving me back to the keyboard

Bob Wade

I'd have to give this a pretty high score for lasting interest if the time it took me to get to the end of screen 1 is anything to go by Not that this excellent platform game is by any means impossible frustration and hope are finely balanced

Peter Connor

the people but as you rescue more the battle becomes fiercer Enemy aircraft arrive to complement the barrage of fire from the subs and airship

As you progress the game becomes a compulsive shoot em up but the graphics are very simple Beeb standard and the sound is very unimaginative The action is fixed to a single screen – if you try to go off the edge of the screen the helicopter simply stops against an invisible barrier

This game is pleasant enough and I'm sure many will enjoy playing it but I felt that the single screen, the simple concept and the rather crude graphics left a lot to be desired

Shingo Sugiura

PANEL POINTS

A very rudimentary pick 'em up and shoot 'em down game It's enjoyable enough on a very child-ish level... but I doubt that it will retain the interest of anyone over the age of 10 for more than a couple of hours The helicopter moves quite smoothly and the very BBC sounding sound effects are pretty good Even better they can be turned off

Peter Connor

Though it features excellent sound, some very good graphics and smooth control this is just too simple to be a great game Even the higher levels are relatively easy and despite the fact that the program is full of nice little touches like the bonus game the music and the explosions it has nothing else to make it stand out from the crowd Which is a pity

Rob Patrick

This game offers nothing new which is a real shame because the presentation is great especially the way the instructions scroll across the screen The sound was about the best thing in the whole game with very realistic effects

I doubt if A&F will have much success with this one

Simon Rogers

difficult with a black and white TV

The last screen has you helping Mr Snow who is melting in the hot sun You have to jump up and catch a cloud with which you can shield the sorry snowman Unfortunately the clouds shift a bit and the birds aren't exactly friendly either Coupled with Mr Silly and other Mr Men it all makes this the most difficult screen

The colour is superb and the animation is extra smooth – this is definitely a game to be seen on a colour telly My only grouch is that though there are 32 screens they are all variations on the four described So it doesn't really pose a long term challenge

Simon Rogers

PANEL POINTS

Graphics are just as cute as in Mirrorsoft's previous games – very appealing to the tiny tots but just a bit too twee for those over the age of six

The game itself is rather similar At the lower levels it's very easy indeed to spring over the other Mr Men although the way they breed an higher levels makes the game a bit more compulsive

The little ones will love it but old timers will need gameplay that's a bit more demanding

Peter Connor

There's one thing for sure about this game it's very original

The most striking feature is the sprite-like graphics and the detailed background scenery The way in which the various Mr Men walk in front and behind objects is very impressive The music is very good too If you can bear the thought of asking for a Mr Men game at your local computer shop it's worth having

Shingo Sugiura

If you like playing cute colourful non violent games then *Hi Bouncer* should suit you If not I recommend you steer well clear Personally I didn't like it at all

Rob Patrick

special surprise reward at the end of the journey

Also but more mundanely the game comes with a trendy Virgin inlay card but unfortunately none of this hides the fact that the game is only of average quality In fact because there are effectively only two different screens to master and the basic idea of the game is so simple the game quickly becomes repetitive and boring

Coupled with the blunder that neither the energy nor the score is shown on the screen when the game is being played and there are no extra options such as sound on-off freeze or quit *Sinbad* can only be described as mediocre

Shingo Sugiura

PANEL POINTS

If you've seen any of Virgin's latest offerings you'll know that, at last, they're going up in the world. *Sinbad* is a fairly good arcade style game and it bodes well for the future. Though the game's graphics are simple they are effective and the programmer has made nice use of the Beeb's sound facilities

Rob Patrick

The cassette inlay promises you something 'refreshingly different' and I suppose, *Sinbad* is at least original in parts But it's also pretty boring The first screen – turning the platforms purple – can be quite challenging, but it's not very interesting.

The second screen is not even original – dodging a meteor storm in space must be familiar to every games player. Not a game I'd want to return to very often.

Peter Connor

The game doesn't live up to its inlay. In fact I found it tedious in the extreme. For a start it had a very annoying tune.

This was a great pity because the idea behind the game is very good. The graphics aren't bad either.

Simon Rogers

GAME: GAMES CREATOR
MACRINE: COMMODORE 64
CONTROL: JOYSTICK KEYS
FROM: MIRRORSOFT £12 95

Bored with *Buck Rogers*? Depressed by *Defender*? Sick of *Star Wars*? You need something which is fun but also mentally stimulating *Games Creator* satisfies both these requirements

Games Creator lets you alter the graphics sound and rules of the game supplied in the package A comprehensive 28 page manual is supplied with it so that your creativity can be unleashed without the restriction of having to learn complex commands

Eight sprites are available the maximum for the 64 anyway Each one may have several animations meaning that a new sprite need not be defined if for example only a leg has to be moved to simulate walking

A character definer is used to design the environment and again editing is done mainly by joystick on an 8x8 grid

The other main feature is that characters can be in one of three states STOP GO or DIE so that if the player sprite hits a STOP character he will be obstructed a GO character has no effect and a DIE character will bring his untimely death

Sound is simple to implement A tune which may be played by one of five

[illegible] is simple to implement A minimal [illegible] is also effect can easily altered

After movement control is a dream Using the joystick you can move the alien anywhere about the screen and on completion your path will be remembered to be used in the game It is also possible to have aliens moving at random about the screen useful if you're designing a shoot em up

Alien rules govern scoring and so on Control of each rule is by selecting an option from a list

The three games supplied are good and should provide you with enough practice to develop your own creation

Fraser Marshall

GAME: TERRORIST
MACRINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: VIRGIN GAMES £7 95

At the beginning of *Terrorist* you are shown a map of the town which you must protect You have a few seconds to memorise the map and then you must retrace the roads and rivers on a blank screen You lose points if you make a mistake

From time to time there will be an attack on a building in the town like the theatre or church You must get in a helicopter and fly to its defence

When you arrive you will be shown the building which is under attack Silhouettes of terrorists flit from place to place and you have to line up your gunsight to shoot them You must finish them off quick or you will lose some of your men

The object of the game is to either shoot all the terrorists or complete your map before you run out of points fuel or men

The graphics are very simple the map consists of only a few lines the buildings are very basic line drawings and the terrorists are definitely not mini masterpieces

The time given for you to memorise the map is quite inadequate You are unlikely to be given the same map twice since there are 8000 of them and it is most unlikely that you will want to play *Terrorist* that much

The terrorists flash on the screen in random places You must line up your gunsight and shoot to kill Since the gunsight moves extremely fast it only needs a tap on the joystick to send it halfway across the screen This makes it almost impossible to line accurately in the time allowed

In the end I found that I could kill more terrorists by randomly waggling the joystick with my finger constantly on the fire button

If you buy *Terrorist* you'll probably throw your computer out the window with frustration

Steven Filby

GAME: TIME ZONE
MACRINE: COMMODORE 64
CONTROL: KEYS JOYSTICK
FROM: CHANNEL 8 £6 95

Time Zone, which is basically an offshoot of *Scramble* starts in the year 1561 when the dreaded Terrilon start an attack on Earth These aliens can travel through time and take any form they wish The object of the game is to clear them from several time zones

The Terrilon have got quite an imagination! In the first screen they take the form of what appear to be pterodactyls and flying volcanos When you have blasted your way through that screen you're up against mutant pyramids and rockets This is followed by killer castles winged horses and almost indestructable arrows

Next is probably the most amusing screen where you have to shoot down helicopters and UB40 forms above giant DHSS buildings

Finally you are up against funny little space things This is probably the most difficult screen as the space things come from behind Since you can't shoot behind you it is almost impossible to avoid them

Whatever form the Terrilon take if they touch your craft you lose a life

The game has 20 levels the first two of which are extremely easy To get through the first few screens you just have to keep your finger on the fire button

However the game gets extremely fast after this since every time you complete five screens you go up a level You have a generous five lives and an extra one every time you go up a level

The graphics are reasonable but I can't comment on the music as the advance review copy came without any – however the space sounds are good The telex type message which says that you are going to be warped to another sector is a nice touch

Steven Filby

GAME: TRAFFIC
MACRINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: QUICKSILVA £7 95

After turbo loading the program greets you with a pleasant title screen showing a (typical?) British bobby who winks every now and then Also present is Big Ben and a red London bus How quaint I hear you say – but there is more

Following the instructions on the cassette inlay you enter the game proper and are treated to another traditional scene that of traffic quickly building up at junctions and forming a traffic jam

The part that you play in this common urban story is the role of traffic controller Using your joystick (sorry – no keyboard bashers allowed here) it is possible to manipulate the various traffic lights in the town centre thus allowing vehicles right of way

Ah easy you say But try it for a start the vehicles move fast and so build up a jam quickly What is more it takes a little time to get the lights in do just what you want

Complete your task by surviving for a certain length of time without letting too great a buttleneck of traffic to occur and you are given another piece of town to patrol

The graphics are clear I urly detailed and all movement is fast The vehicles despite being a bit jerky at times corner very well On the other hand the sound is not the greatest ever heard it you can hear it at all!

Having said that though it must be made clear that *Traffic* is still quite a playable game and challenging into the bargain This is not least because of its originality

The game is also a little overpriced but worth paying for if you want a change from purely reflex games All credit to Quicksilva for bringing out such an intelligent refreshingly down to Earth game

Richard Patey



MODORE 64 • COMMODORE 64

PANEL POINTS

If only all software was as user-friendly as Mirrorsoft's *Games Creator*! I found that almost anything could be changed using the joystick.

I found the music section extremely good. Even though I can't tell the difference between a crochet and a semi-quaver by copying sheet music I could produce almost any tune I wanted.

The instructions are concise and very clear. In no time at all I was producing games as unusual as 'Attack of the Bionic Brussels'.

Steven Filby

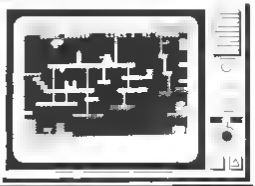
The term 'creator' is misused since you can only *modify* the three existing games. However these are interesting if unoriginal games in their own right and can be improved using the methods provided.

Bob Wade

Games Creator does not require any programming experience on the part of the user. It is a very good package for those (like me!) who want to write their own games with the minimum of effort.

It is NOT possible to write games that will run independently of the *Creator* so it is certainly not another *Scope* or *Quill*.

Richard Patey



● Bouncer is one of three built-in programs

No ratings for *Games Creator* because graphics, sound originality and lasting interest depend on what you do with the program. Overall we think it's an excellent package. If you have a creative bent but not the ability to write your own games then this is the software for you.

PANEL POINTS

This is one of those games that is curiously unappealing for a reason that cannot easily be explained. The graphics are simple, perhaps too simple. The shoot 'em out scenes are all too similar with little detail. Sound is limited.

Virgin have tried but yet again not quite made the grade. I quickly tired of it.

Simon Chapman

If you're a hardened megazapper forget this game. It is far too complicated to get started and after two minutes I felt like throwing my joystick through the TV.

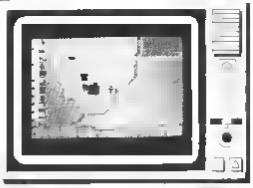
Most of the sounds are sirens and persistent bleepers which are supposed to simulate a state of emergency but all they did was get on my nerves. If you do not shoot the terrorists within a certain time strangely enough they blow up.

Virgin are capable of producing good games so why do they taint their reputation with software of this low quality. The only thing which terrorised me about this game was the price.

Fraser Marshall

One of my main gripes about *Terrorist* was that, at first, the game is incredibly confusing, seeming to be perfectly happy to be left to its own devices – or was it just me?

Jeremy Fisher



GRAPHICS 5
SOUND 5
ORIGINALITY 7
LASTING INTEREST 4
OVERALL 5

PANEL POINTS

Hyper zapping makes a comeback in this mixture of game ideas.

Scrambling along the scrolling route you encounter Minter like aliens to blast into their next reincarnation.

There was nothing very original here but plenty of frenzied action to keep you busy. All the attack waves take similar forms and some show a helpful death-wish by flying into your lazer.

It may not stimulate the mind much but we all like some mindless alien massacre once in a while.

Bob Wade

Time Zone is a well developed and adequate game that unfortunately left me a little less than satisfied. Maybe this was because it obviously owed many things to Jeff Minter's *Revenge of the Mutant Camels* – the background stars and overall concept are similar.

For all its smooth animation and varied set of creatures it is no more than a straight shoot-'em-up with few frills at all. Even further levels bring only greater speed rather than different attackers.

Nevertheless *Time Zone* is a nicely structured and mildly addictive game despite poor keyboard control.

Richard Patey



GRAPHICS 6
SOUND 6
ORIGINALITY 3
LASTING INTEREST 5
OVERALL 5

PANEL POINTS

Now here's something different – one for trainee traffic wardens perhaps? Smooth graphics and well drawn buildings all watched over by a nicely depicted policeman who blinks realistically.

The stopping and starting of the cars is utterly convincing. After a while the game becomes engrossing as you constantly have to scan the screen and act very quickly on what you see.

The sound was limited to the hum of engines and the changing of the traffic lights (what do you mean 'traffic lights don't make a noise'?). I would have liked to have heard the horns of a few irate drivers.

If you fancy a spot of traffic duty, you could do a lot worse than flag down a copy of *Traffic*.

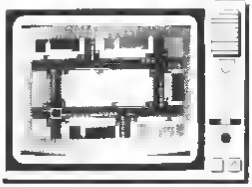
Jeremy Fisher

If you see this game in your local software store take a sharp left and head for the fast lane. The idea of directing traffic is a good one, but the screen layout is boring and playing the game is mindless at best.

Fraser Marshall

Boring, dreary, unimaginative – just a few words which come to my mind playing *Traffic*. To me it's about as much fun as sitting in a real traffic jam.

Adrian Ogden



GRAPHICS 5
SOUND 5
ORIGINALITY 7
LASTING INTEREST 6
OVERALL 6

RE 64 • COMMODORE 64 • COMM

GAME: CHILLER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK KEYS
FROM: MASTERTRONIC £1 99

This offering from Mastertronic bears more than a passing resemblance to Michael Jackson's epic video Thriller

To rescue your girlfriend from a haunted house you must leave your car which has broken down in the middle of a spooky forest many miles from the nearest AA station Being a hero you decide to set off on foot through various blood curdling screens risking life and limb with every step you take

There are five screens – the forest the cinema the ghetto the graveyard and finally the haunted house On each screen you have to collect magic crosses from all sorts of tricky locations as in *Manic Miner* Nevertheless *Chiller* is different enough from that classic to provide many hours of enjoyment

In the forest the crosses are distributed about the branches and on rope bridges Your energy is sapped through confrontations with giant spiders zombies and toadstools Having collected all the crosses from the forest you move on to the cinema in which more vile creatures attack you this time in the aisles Although I played for many hours I never managed to get beyond the cinema

However if you do get to the haunted house and rescue your girlfriend your problems have only just started You now have to get back to the car which means another perilous journey through all five screens

The graphics are not the greatest seen on the 64 but they are good if slightly indistinct occasionally

On the sound side a rendition of the song Thriller is played although it does differ slightly from the original in places with the odd wrong note thrown in for the sake of copyright

Buy this if you dare **Fraser Marshall**

GAME: FALCON PATROL 2
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: VIRGIN £7 95

There is barely a difference between this game and *Falcon Patrol 1* a new landscape and helicopters in pursuit instead of aeroplanes but essentially the same

Your plane patrols the skies over a war ravaged town in the Middle East (it's all too realistic it looks like Beirut on a bad day) The radar screen at the bottom shows the approach of the enemy helicopters

The choppers range from unarmed troop carriers to the very dangerous red gunships Shooting down the copters and avoiding their fire or fatal collisions takes a fair bit of concentration

It is a feature of the game that your jet will only change direction once it has decelerated sufficiently to allow a turn So it's easy to get into a sweat swooping from side to side and up and down the screen chasing the last few kills that will get you on to the next screen

One major change in *Falcon Patrol 2* is that the joystick control allows you to fire diagonally downwards as well as straight ahead a facility that really comes in handy when you've got swarms of helicopters to destroy

Meanwhile as the seconds tick by you'll find you're rapidly running out of vital fuel You've then got the tricky problem of slowing down over one of your land bases swinging round to face forwards so that you hover and then landing on the base to take on missiles and refuel This is extremely dangerous if there are any enemy aircraft left because they have a nasty habit of smashing into you just when you're totally vulnerable

The various changes and additions don't disguise the fact that Virgin have re-styled an old but good game This does suggest a certain lack of ideas and effort on Virgin's part **Adrian Ogden**

•PCG•HIT PCG•HIT PCG•HIT PCG•HIT

Poster Paster

If you thought putting posters all over a town would be a messy or tedious job then take a look at this game

As Bill Posters you have to paste up hoardings while protecting yourself your posters and your glue from the Gnurds Wazzocks and Drain Brains This calls for a mixture of joystick dexterity and fast reactions

On each screen you have a paste bucket brush ladder and a box of posters Using these tools of your trade you must first get a sticker out of its box by positioning your hand over it and pressing fire Then by walking along the gutter you can move the ladder to the appropriate place and climb up it

At this stage the poster can still be moved a little before finally pressing fire to hang it If you've got it right it drops into position and you can get the next part of the picture Otherwise it will roll off and you'll have to start all over again

Posters have to be placed so that a blue rim can be seen along the top and right hand side Where there is no border it's either a matter of guesswork or sometimes you'll find the topmost rung on the ladder automatically puts you at the right height

Precision hanging isn't your only problem though different anti poster pests will appear to try and touch you If they succeed you die

One variety of beast is a pair of waving hands which if allowed to reach your box can mix up the order of your posters This can be disastrous if you have eight rolls of paper to put up You will be looking for the right ones all day

Aquatic Wazzocks can be either help or hindrance since they dilute your paste This is great if your glue has dried out and has gone solid but terrible if it gets so runny that your posters won't stick

As you complete more hoardings the difficulty of the pictures and the number

PANEL POINTS

How do Taskset do it? ANOTHER totally original game hits the C64 from their talented team And they also prove that they have not lost their touch with graphics – every piece of animation is flicker free and the streets are beautifully drawn The posters are not bad either

The continuous tunes will have you humming along and the sound effects of many other games pale in comparison

The 12 different screens I offers will take more than a little time to master my best so far is only screen 7 but I'm sure a few more days play will see me through to at least screen 8

The game is quite addictive – if you want a change from ordinary gameplay get stuck into *Poster Paster*

Richard Petey

PCG doesn't just stand for Personal Computer Games but Paste Consistency Gauge as well so I wasn't too hurt when told my PCG was lumpy !

I liked the game because it isn't just another shoot 'em up type but requires a little thought to post on the posters My only complaint is that they and the ladder are fiddly to get hold of

Overall I found this game addictive especially since Tasksel are giving a prize to whoever solves the riddle on level 12 first

Steven Filby

A good idea combined with good graphics and sound are the ingredients of a great game

The movement of the characters the barber's pole and the posters as they roll down are all superb Another hit from Tasksel

Adrian Ogden

MODORE 64 • COMMODORE 64

Something tells me that the idea for *Chiller* came from a certain world-wide best-selling album and pop video. Despite this (or because of this, pop fans will say) the game is very playable and is definitely a decent addition to the bargain price range.

The animation of the boy (Michael?) is smooth and the assorted creepies are also quite slick. The obvious theme-tune that plays throughout the game is well rendered. Control by joystick or keyboard is fortunately not sluggish – instead of pulling my hair out it just goes grey with the worry!

PANEL POINTS

Although the gameplay is of an unoriginal type *Chiller* still represents a challenge of a high standard. At this price a real must.

Richard Pateyy

Chiller is an interesting variation on the *Manic Miner* type game. I liked the idea of having energy instead of 'lives', since being reincarnated on the same spot which occurs in most games is not very realistic.

Unfortunately your character blends in well with the background so it is hard to see him. But overall the graphics are excellent.

Steven Filby



GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	7

This only slightly improved, version of an already successful Virgin game provides great shoot-'em-up action.

The inertia on the plane is excellent and chasing copters is very demanding on your joystick technique. Not the most original game in the world but plenty fast and furious enough to keep me blasting choppers from the skies.

Bob Wade

Definitely not a sequel, more another version! More graphics detail needed on the helicopters but the landscape is drawn with great care and the burnt-out buildings and pyramids scroll with amazing smoothness beneath your VTOL jet.

However, if people have the original *FP1* why should they get this version? If you didn't get *FP1* buy this, it'll blow your socks off!

Simon Chapman

I found *Falcon Patrol 2* a fast and addictive game. The VTOL jet moves very realistically not turning in a split second like the aircraft in some games do. It is small things like this – often overlooked in computer games – that make this game so satisfying.

Steven Filby



GRAPHICS	7
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	7

PCG•HIT PCG•HIT PCG•HIT PCG•HIT





Hanging the poster can be a tricky job



Completing the poster takes you on to the next screen automatically

of menaces marauding the pavement increases. All of these can be dealt with by a deft flick of the paste brush sending a glob of glue smacking into the monster's mush.

I found it a very novel game which after initial playability doubts became completely absorbing.

Bob Wade

GAME: POSTER PASTER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: TASKSET £6.90 C £9.99 D

GRAPHICS	8
SOUND	7
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	9

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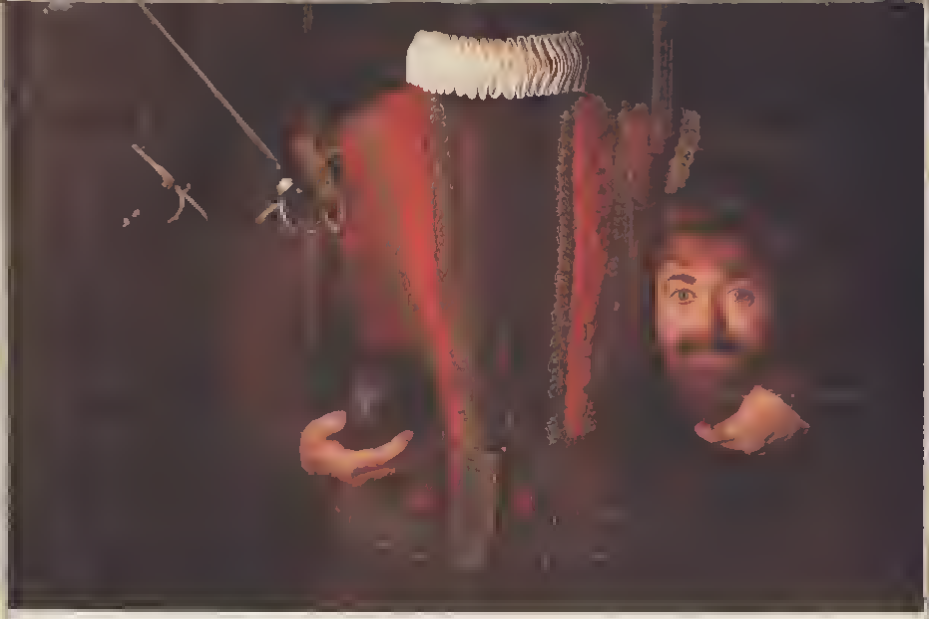
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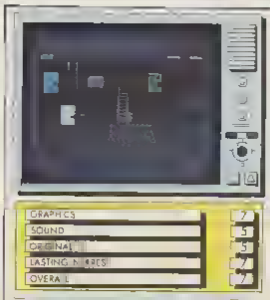
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GAME: GUMSHOE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: A&F £7 90

A&F hit the jackpot with their last game, *Chuckie Egg*, which became a best-seller on a number of different machines Have they done it again with *Gumshoe*?

Using your joystick (there's no keyboard option which is a pity) you must explore a house and find a young lady who's been kidnapped by baddies Once you ve found her you move on to the next level

The screen is divided into floors joined by escalators, which occasionally change direction ladders and lifts which travel up and down stopping at each floor The display scrolls appropriately as you move about

You can also jump down laundry chutes which take you down several floors or through trap doors which simply get you to the floor below

There are 10 different houses each approximately 15 screens in size There isn't a lot of variety – it's the layout rather than the contents that change

The different floors are crowded with trigger happy hoodlums You can either shoot them or if you re lucky, bump into them This sets off a nice fight



GAME: BLACK KNIGHT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERDISC £9 95

This month marks a new phase in the development of computer games large scale animation The detailed movement of the Black Knight has to be seen to be believed

This character stands about a quarter of the screen in height and is made up of no less than nine different sprites Each of the different movements he s capable of involves him moving through a number of frames – the effect is stunning!

The actual game I can t make up my mind about. Taking the role of the knight you have to run a very challenging obstacle course across a series of 20 or more screens

First, mounted on a brilliantly animated horse you gallop across a scrolling landscape Gaping pits and chasms appear in your path which you must leap At the same time meteorites descend from the skies and must be avoided You can speed up slow down or jump

In the next stage you dismount and continue on foot This time the terrain has become decidedly unstable and you have only a few moments in each screen before the earth gives way under your

•PCG•HIT PCG•HIT PCG•HIT PCG•HIT





Cliff Hanger

GAME: CLIFF HANGER
MACHINE: COMMODORE 64
CONTROL: KEYS JOYSTICK
FROM: NEW GENERATION £7 95

This one s really going to have you on the edge of your seat Can you clean cut Cliff Hanger put paid to two-gun-totin El Bandito? Can you even figure out how to do it?

Cliff Hanger is the first of what may be a new breed of game – the arcade cartoon You find yourself in one of three locations with certain tasks to perform but the action proceeds in hilarious cartoon style

Our hero finds himself on a cliff Out of the distance down the dusty desert road, the hairy bandito comes guns blazing When he disappears in the dip of the road before coming into murder



MODORE 64 • COMMODORE 64

sequence with a couple of ZAPS and POWS Be warned you usually lose ll you win you re charged $150 for medic al fees

Money is an important part of the scoring system You get cash for each hoodlum you kill and a special bonus for finding the girl But it gets spent on ammunition and medical fees

It hardly seems fair to compare any game with *Chuckie Egg* *Gumshoe* is still an enjoyable romp even if it doesn t quite have the edge on its predecessor It doesn t have anything outstandingly original to offer but it has a sense of humour and is very playable

Steve Cooke

PANEL POINTS

The idea was very attractive – but it d dn t quite have enough gameplay to make it gripp ng It certainly doesn t rival *Chuckie Egg* for addictiveness

Gumshoe himself moved very n cely There s a certain pleasure in ducking the baddies bullets and it feels real good when you duff one up in hand to hand combat But you just keep on going up and down shooting and dodging unt l you f nd the kidnapped heiress

Peter Connor

What made the game for me was the sad st c grin which *Gumshoe* wore whenever he k lled a gangster

The gangsters die very realist cally clutching their stomachs bending over and f nally falling And I loved the way *Gumshoe* kept on f r ng even when plunging to h s own death

Fraser Marshall

An itchy tr gger finger is very handy in *Gumshoe* since in a good game you can put away over a hundred kidnappers Great fun especially the fist fights where you really get to gr ps with your adversary

The game concept s simple but captivating

Bob Wade

feet You also encounter a snake whose head you must hack off with your sword (very satisfying) and a crocodile which you must use as a stepping stone

Later hazards include a kind of lift from which you must leap it exactly the right second a waterfall and a maze

The last challenge is a sword fight with a hideous looking goblin dead hard to beat even on the easy level

The problem is your control of the character is limited to relatively few moments of decisive joystick move ment Timing is horribly crucial

One thing is for sure This game takes computer graphics a long way

Chris Anderson

This was a great disappointment after the n tial excitement of seeing the marvellously animated hero – after you re marvelled what can you do?

Not a lot r eally You canter along on your horse shoving the joystick to jump and finding it not very responsive It s nat very respons ve anywhere else either and this left me feel ng pretty f ustrated throughout the game

There just isn t enough to do to retain your nterest

While the animation of the Black Knight himself is impress ... graphics are exceptionally dull The game points the way to an exc t ng future but it didn t thr ll me in the here and now

Peter Connor

I sat stunned as the animation r olled by in true *Dragon s Lair* style and managed o hoarse wow in answer to the quest on well what do you think of it?

Playing the game though has the same problems and only the occasional tap of the joystick to keep you nterested

Despite this I found it add ... Undo apply this is a real mould breaker but one which will need to be improved upon

Bob Wade

PANEL POINTS

Why didn t anyone think of this before? Build ng zany cartoon-style act on into a game is a brilliant idea and this one kept me chuckling for ages

There are dozens of delightful touches If you move off the edge of the cliff you just keep walking on thin air then suddenly look down and Crash! A man shaped hole is left in the ground Or you throw a boomerang at the bandit miss and Slice! It zooms back round taking your own head off It s great!

Some of the ways of nobbling the bandit are amazingly c ... but even solved the 50 screens, you'll still want to play because the timing presents a challenge and anyway – it's such a good laugh!

Chris Anderson

What I liked most about this game was good old Cliff Hanger your resident hero This little guy either manages to look totally confused or manically suicid al when failing to kill his opponent in fact the way that both characters act as if in a cartoon is superb

I must adm t I barely ever killed the bandit but it was fun just working out how to do each screen and then re-membering how to do it since some of them are pretty fatal to both parties

Samantha Hemens

All ... have come true I can now drop rocks and one ton weights on my worst enemies and even chop their heads off with a boomerang.

Every success brings a great feeling of satisfaction as your character hops up and down in delight This satisfaction is partly because it's so difficult trying to move around and time your attacks

Bob Wade

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT



● Cartoon style action in this amazing game

ing distance what do you do with the rocks Necessary ammo boomerangs or anvils that might be lying around?

To give you some help each of the game s screens has a title which gives a clue to the action The Cannon is fairly straightforward on the easiest of the three levels just light it and watch the cannonball flatten the baddy

But here Cliff encounters another of the game s difficulties timing your moves correctly is essential At the lowest level Cliff lives to fight another day if he misses but later on the punish ment for failure can be savage

The See saw on the lowest level is easy to figure out But what do you do on The See saw s Revenge ? I m not going to tell you And as for Confused? You Will Be featuring a see saw and a trampoline well only players with an IQ over 250 need apply

Although the number of objects in *Cliff Hanger* is quite limited they are combined in such ingenious and hilarious ways that the game does not become all repetitive

Added to this the graphics and animation are excellent and the game has wonderful comic touches which will see you through your many failures

Peter Connor

COMMODORE 64 • MEMOTE

GAME: TACHYON FIGHTER
MACHINE: MEMOTECH MTX 500
CONTROL: JOYSTICK
FROM: MEMOTECH, £6.95

With software like this it's a shame the Memotech isn't a more popular machine because this is a high quality program based on *Buck Rogers and the Planet of Zoom*

The game has you skimming low over a planet surface which scrolls towards you in 3D. Each stage of your journey presents you with a new alien threat and a time limit to deal with it.

The first stage gives you six gates to pass through and once this is achieved eight aliens will start bouncing down the screen towards you to be blasted.

If you survive this you move to a roadway with the occasional bridge over it and a new type of craft which hangs in the distance and then zooms towards you. Next up is a tunnel with fighters zipping down it. Both these stages are easy to survive though if you just maintain position in the centre of the screen and keep firing.

The following section is a different matter with a changing perspective and some very mean alien ships doing their utmost to turn you into tunnel pebble dashing.

The backgrounds and tunnels are certainly colourful but there are one or two nasty clashes and character overlaps. Your ship has a limited ability to change height but this is only over a small area of the bottom of the screen and the craft always maintains the same flight attitude.

There were one or two slight niggles about the game because it is hard to judge your firing position accurately and too much of the action is left to chance rather than skill. These don't spoil the game though and it will be a welcome addition to any Memotech owner's spartan collection.

Bob Wade



GRAPHICS	6
SOUND	6
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4

PANEL POINTS

Just about the best shoot-em-up I've seen on the Memotech. The 3D effects are very good, although I found the purple and blue lines on the first screen a trifle wearing on the eyes.

Later screens are progressively more difficult. Things got tough for me down in the trench – whatever those aliens are they're pretty elusive.

Although this game is obviously just a *Buck Rogers* clone it gave me some good old fashioned 3D fun. **Peter Connor**

What I found particularly annoying throughout this game was the fact that you couldn't judge how near to the ground the nasties were. This wouldn't have been too bad if you didn't have to kill them or blast them out of your way... but after missing a couple and then being destroyed twice I began to get the feeling it wasn't my day.

All the screens are very colourful but the problem with this is that once I'd adjusted my eyes to it I spent five minutes staggering blind around the office before normality returned.

Despite this the game was good fun to play with great sound effects.

Samantha Hemens

GAME: MR ROBOT AND HIS ROBOT FACTORY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: BEYOND, £8.95 CASS, £11.95 DISK

This is a platform game where you controlling Mr Robot must collect all the dots along different levels negotiating trampolines, short fused dynamite, ladders, escalators, poles, magnets and lots of similar devices.

Along the way you have to avoid the robot hating alienfires which can only be destroyed if you have picked up an energizer token.

In a way the game is a cross between *Donkey Kong* and *Pac Man* with the platforms and fireballs of the former and the power pill guzzling of the latter. There are 22 screens for you to bounce, climb, jump and laugh through and you can choose which one to begin on. So far, so unremarkable.

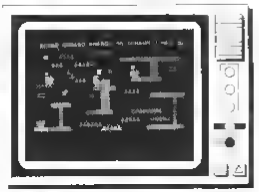
What makes *Mr Robot* stand out from the crowd is the ingenious Robot Factory of the title. This is simple to use and allows you to design your own screens. Switch to this function and you can assemble the programmed components in a layout of your choice, creating any level of game from the mindlessly easy to the nigh impossible.

In the tape version of the game, the factory does not allow you to save your finished screens nor mix it with others. You are also limited to the one screen of your own.

Games players who still haven't had their fill of platforms should find some intriguing challenges here and should be satisfied by the cartoon style graphics. The sound is kept to a minimum with no tunes. There is a switch off facility but it's not really worth the trouble.

Whether you decide to buy it is up to you of course but it is an entertaining, well thought out and fun cassette incorporating a unique customising feature which will hopefully make other software houses take notice.

Simon Chapman



GRAPHICS	6
SOUND	4
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

PANEL POINTS

What made this game so addictive wasn't just the terrific 22 screens of platform jumping, but also the ability to create your own designs.

I really appreciated the ability to switch between screens since I couldn't complete most of them, and made up some nice easy layouts of my own.

This game will be perfect for masochists because they can make things as diabolical as they like. **Bob Wade**

Control of the game is a little thoughtless since there is no keyboard option. And what about the sound? A beep here or there hardly satisfies a hardened arcade addict, eh?

On the other hand, the feature for designing your own screens is excellent. It is very simple (even the cat could use it!) and well implemented. **Richard Patey**

The screens are very imaginative. I especially liked the trampolines and best of all, the option of putting them all together in your own screen.

The graphics were good, the robot being well animated. Hi-res rather than multi-colour sprites allowing greater detail. **Jeremy Fisher**

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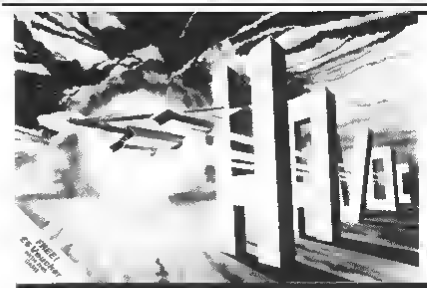
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GAME: SPACE ACE 2101
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OZI SOFT £7.95

Space Ace 2101 borders on being an arcade adventure. The basic idea of the game is to fly around the Mhiyken system in your spacecraft shooting down every alien you can find.

However there is more as in adventure games you are given money and opportunities to spend it on necessities. At space ports it is even possible to pick up passengers. If you take them in their destination you will receive a reward. In fact a lot of things in this game rely on money. Fuel for example is always first priority on your shopping list. Not only that but every alien that you destroy earns you a little more credit.

The really meaty bits of the game occur with the arrival of Zadron bombs and tractor beams but you need quite a lot of cash for those! By far the most interesting part of the play is finding the alien production line guarded by an impregnable shield and code locked star gates. Destroy these with an X ray Zadron bomb and you'll never want for money again. Or at least I hope you won't – I haven't got that far yet but it is tantalisingly near!

The planetary and inter planetary graphics are nothing special, but the animation is not too jerky and serves its purpose.

Sound effects are pretty awful and encouraged my cat to sing along! Fortunately there is a redeeming feature – games can be loaded or saved onto tape just like a normal adventure.

To play the game not only is a joystick necessary but you will have to reach towards the keyboard and press certain keys when new options are displayed.

In conclusion *Space Ace 2101* is not the greatest game you will ever play but the idea is good. Could be ideal for a *Defender* less afternoon.

Richard Patey

GAME: HIGH NOON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN £7.90

In this Wild West shoot out you face odds that make John Wayne's efforts in Rio Bravo look like a walk in the park.

The meanest gang west of the Pecos is about to hit town aiming to rob the Bank and carry off the saloon girls from Saucy Sue's. Like a mad fool – sorry – a real tough hombre you walk out onto Main Street, never wondering why the only man left in town is the undertaker. A man's gotta do what a man's gotta do.

You don't have to wait long all of a sudden the street is swarming with bandits and you open up with your six shooter littering the street with dead outlaws.

The undertaker Riga Mortis drags off the corpses which is a nice touch.

At the end of each wave of baddies you have a shoot out with a single outlaw. As soon as you see him draw his gun you must press fire to kill him or else you'll get a bullyful of bullets.

The game consists of two screens one shows Saucy Sue's Saloon and the Bank the other is the gang's hideout – a cave. You get onto the latter screen after you have finished off the fourth wave. The graphics are very realistic especially the galloping horses.

The music is good since it is just the sort of tune you expect to be drifting out of Saucy Sue's Saloon but I have my doubts whether it would have been computer generated in those days.

The game has Novaload so you have a picture and some music while you wait for it to load. It also tells you the number of blocks left to load so you realise you won't have to wait forever.

Although the game is basically a shoot em up some skill does come into it since you can hide in the saloon for safety. Also the outlaws will not shoot if one of their pals might be hit.

The outlaws horses dynamite and fast bullets should keep you entertained for a long time.

Steven Filby

PCG HIT ☆ PCG HIT ☆ PCG HIT ☆ PCG HIT

Lazy Jones

Ever fancied yourself as a cleaner in a hotel? No! Well how about a hotel full of video games?! Such is the job held by Jones who will do everything he can to avoid working.

Jones hotel consists of three floors, six rooms on each the screen scrolling to show them all. Apart from a lavatory and a couple of broom cupboards every room contains its own video game although they are all fairly simple.

Jones ambition in life is to play video games and do as little work as possible. He must tour the hotel via a lift and visit all the rooms. Surviving all the games takes him onto the next harder level.

Jones must be careful to avoid the manager of the hotel, ghosts of previous managers, and cleaning trolleys contact with which gives Jones a heart attack at the thought of work! Not a nice way to go.

The games themselves include various shoot em ups a simple *Breakout* a couple of manoeuvring games (an accurate joystick is helpful) and a version of the classic snake game amongst others.

There's also a ladders and platforms number called Eggie Chuck and a romantic item called 99 Red Balloons in which you have to make your way back and forth to two pretty girls giving each a kiss!

Each game has a time limit and you can't go back to it again until you've played all the others. This stops you getting bored with any one game and since the points from each are added to your overall score you really have to demonstrate your talents as an all-rounder to do well.

Jones is nicely animated walking complete with footsteps. On entering a room containing a game he clumps over to a joystick and the game is displayed on a screen about a third of the size of

Lazy Jones is like most computer games players – too busy playing with computer games to do any work!

This game is great. Why go out and buy a version of *Scramble*, *Space Invaders* or *Breakout* when you get many versions of these games all on *Lazy Jones*. And not only that – it has entirely original games as well. I particularly liked 99 Red Balloons.

I found the music very boring though as it keeps playing the same short bursts over and over again.

Steven Filby

Lazy Jones is one of the most refreshing games I've played. For a start the concept is good, any of the hotel's many rooms can be accessed easily, all it needs is a bit of careful manoeuvring. Also, the mini-arcade games are not too frenetic and often have beautiful small screen graphics.

PANEL POINTS

The tunes played complement the game and set the perfect pace for movement. The sound effects too are interesting. Lazy Jones himself is quite a well drawn character and moves quickly when necessary.

All this makes a great improvement over some of Terminal's previous releases and an overall jump (aargh!) in multi screen games.

Richard Patey

There's something incredibly appealing about this one. None of the games which Jones plays would stand up very well by itself. But here the game is cleverly structured so that you only get one shot at each mini game – you're not given time to get bored!

I found the graphics appealing, the music catchy. Great game.

Chris Anderson

IODORE 64 • COMMODORE 64

PANEL POINTS

The instructions to *Space Ace 2101* are not very clear Fortunately a helpful Quick Guide is included, but I still found the game a little confusing at first It is like playing three games at once *Scramble*, an outer space shoot out and space trader Once I began to get the hang of which keys to use it became easier

I like the flying through outer space part of the game best The graphics are far from spectacular but adequate in my opinion this game is much too frustrating and complicated to be popular You must be prepared to persevere if you are to enjoy it

Steven Filby

I quite liked this game, it has arcade parts such as the *Defender* type scene on the surface of each planet but it also has the complexity of a space adventure such as *Star Trek*

Even on the easiest of the eight levels of play I couldn't land at another planet I reckon, all in all, it is a tactical but hard game with lots of different sequences to keep your interest **Simon Chapman**



GRAPHICS	5
SOUND	4
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5

PANEL POINTS

Boy I sure shot them varmints full of lead! Saucy Sue and her gals can sleep easy and ol' Riga Mortis is gettin' ta be a rich man round here

Yup! *High Noon* struck me as being a very professional package with enjoyable tunes and pleasant graphics At first sight the movement seems too slow to be challenging but later screens dispel that impression Those bandits with dynamite move pretty quickly! **Richard Petsy**

More than anything this game is entertaining The movement is poor and the graphics not brilliant but the idea and the sound make up for that Sadly, although the first few games were good, it then began to pall **Adrian Ogden**

The blurb says 'Shoot first ask questions later!' – sound advice because the action is fast and the bad guys aren't taking prisoners

The graphics are clear, bright and a good selection of colours are used. A bit of scrolling could have livened things up a bit, though Another game from Ocean reinforcing their position as a top software house

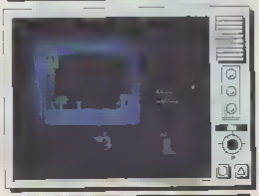
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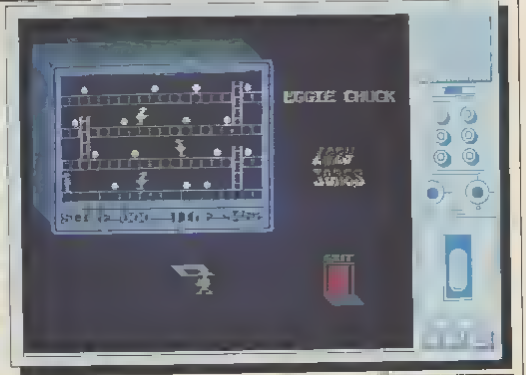
GRAPHICS	8
SOUND	7
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8

PCG•HIT PCG•HIT PCG•HIT ☆ PCG•HIT•





Red Barrons (top) and Eggie Chuck



Lazy Jones Round 12 of the 16 floor tarantula

the normal screen The graphics in the games were adequate with some nice scrolling

The simplicity of the games may reduce the overall challenge but *Lazy Jones* is a hit for its sense of fun and value for money **Jeremy Fisher**

GAME: LAZY JONES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: TERMINAL £7.95

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

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Boulder Dash – 100% addiction

Physics is Fun' was the title of my textbook at school but I never believed it Until I met *Boulder Dash* and the mysteries of gravity were revealed to me in all their resplendent glory

This game is so addictive that if it were sold on the streets angry parents would petition Parliament to have it banned Work ceased in the PCG offices while hacks queued up to get their dose of frantic gameplay Busy reviewers dropped everything to devote themselves to cracking just one of *Boulder Dash*'s 16 different stages Hours later they were dragged away from the screen, weeping from the frustration of failure

Looking at a screen shot you might wonder what all this fuss is about Looks a bit like *Dig Dug* with lots more boulders And the object of the game is similar – dig away and collect the jewels from a series of caves

But the execution of the game and its variety make it infinitely more enjoyable and thrilling

For a start, there are all those rocks They behave in what, at first seem very strange ways and deaths come thick and fast But soon Rockford – the cute little figure you guide – figures out what's happening If he removes the ground from under a pile of rocks then they're going to come tumbling down

Rockford his foot tapping impatiently when he's waiting zips around the screen with great agility He needs to be quick to stay alive he can support a pile of boulders but as soon as he moves they fall and he's got to clear out pronto

All the caves are the size of several screens and are viewed through a smooth-scrolling window In each cave Rockford has to collect a certain number of diamonds at which point a secret door is revealed and he can exit to the next cave

One excellent point is that you can



Screen G – an amoeba has been trapped and turned to diamonds

GAME: BOULDER DASH
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: STATESOFT £8 95 £10 95 D

GRAPHICS	7
SOUND	5
ORIGINALITY	10
LASTING INTEREST	10
OVERALL	10



Screen E – you've released the firefly, now pick up the diamond

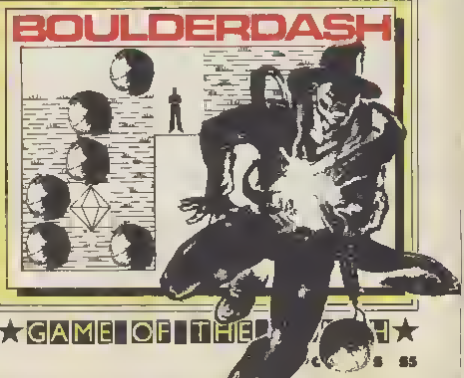


Screen M – release the butterflies by tunnelling under the boulders

Try this puzzle

Here's a typical situation that might arise in *Boulder Dash* Can you get the jewel without getting yourself trapped or crushed? In the real game you'd only have a moment to think about it But try working this one out before turning to page 88 Remember

- **If Rockford moves (digs) into a space containing earth, the earth disappears and will no longer support boulders**
- **A boulder will not fall, so long as Rockford is still standing under it, but when he moves out, it falls into the space.**
- **A boulder standing on another boulder or on a wall, will topple off if the space diagonally below it is cleared**
- **Rockford can push a single boulder horizontally, provided there is space the other side.**
- **If Rockford is hit by a falling boulder he dies.**



★ GAME OF THE MONTH ★ GAME OF THE MONTH ★

BOULDER DASH





Personal Computer GAMES

GAME OF THE MONTH

DECEMBER 1984

COMMODORE 64 • COMMOD

begin with any of four different caves – this allows you to see a lot more of the game a lot sooner.

The first of the 16 caves is the easiest but still difficult enough to get you hooked. Here you have the leisure to experiment and get the feel of *Boulder Dash*'s physics – usually a rock on your head.

Cave B is a little more sophisticated. The diamonds are in rooms and Rockford has to move boulders to get at each one.

Cave C is the first of the fiendishly difficult screens. Rockford is in a maze. Lots of boulders, lots of little walls, lots of diamonds. He has to get all the diamonds to exit and now he realises how important the time limit is.

Further screens introduce deadlier opponents than the boulders – fireflies and butterflies. The fireflies guard jewels and are extremely vicious, giving Rockford little chance to escape. Fortunately they are also pretty stupid and Rockford can generally work out a plan to bamboozle them.

Cave E (see screen shot) is a good example of how to dupe a firefly. Each of the eight diamonds is in a room and guarded by a buzzing firefly.

You must tunnel along to the first room and break in when the firefly is at the far side. Retreat, move up and enter the room from above to get the diamond. The firefly will have followed you but you have a head start and should be able to get diamonds from the top four rooms and make it to the exit without being caught.

On other screens such as Apocalypse (cave M) you will work out what to do but have great difficulty doing it. Here two walls of boulders at the bottom of the screen enclose a swarm of butterflies. At the top of the screen is the amoeba, a throbbing green mass which expands remorselessly.

Rockford's task is to release the butterflies so that they come into contact with the amoeba and explode, turning into jewels to be gathered.

To do this he must tunnel down from the amoeba, taking care not to block the path with falling rocks, and reach a position just to the bottom right of the row of boulders guarding the butterflies. To release them, go hard left, allowing the boulders to drop down. The butterflies will now follow the same path he took and make for the amoeba, where their transformation will take place.

When you consider that *Boulder Dash* has 16 stages, most of them as fiendish as the one just described, and five difficulty levels, you'll understand why it's our Game of the Month.

The graphics, despite being slick and smooth, are not going to win any prizes, but the sound is pleasant with the diamonds twinkling nicely as they fall and the boulders making horrific crashes.

Anyway, graphics are not what this game is about. Absolutely compulsive gameplay is what lifts *Boulder Dash* to awesome heights.

I defy anyone to play it without becoming hopelessly addicted.

Peter Connor

PANEL POINTS

Sensational. More than any other game this year, it forces you irresistibly back to the keyboard.

Somehow the American programmer Chris Gray has discovered a new combination of features which, added together, produce absolutely outstanding game-play.

Even without the amoeba, fireflies and butterflies, the game would be great, but with these included it's also incredibly exciting. Trying to block the amoeba or outwit the fireflies inside the time-limit will set your heart pounding.

Chris Anderson

The thing I like most is that it is not just mindless running about. In order to retrieve all the jewels you have to think carefully which route to take, otherwise you'll be trapped.

The graphics are fairly simple – each screen is predominantly one colour, but the scrolling is superb, not a jitter or flicker to be seen anywhere.

Fraser Marshall

I was impressed by the animation of Rockford, blinking realistically and, if left unmoved for a few seconds, folding his arms and impatiently tapping his foot.

Jeremy Fisher

This game is a new class entrant in the class of *Q*Bert, Kong* and *Pac-Man*.

That may sound pretentious, but believe me, this game really does have something special. It is sort of unique, extremely challenging and monstrously addictive.

I particularly liked the way the boulders pounded down on top of each other, and the gentle tinkling sound that meant there were un-magnobleriches there just for the taking.

Steve Cooke

How to get that jewel

Starting from diagram 1 Rockford moves left, digging out the earth under boulder A (2). If he were now to move down, boulder A would fall and crush him. So instead he moves right (3) and then back over the top to dig down the left side (4). Moving out of the gap causes boulder B to topple into the empty space (5). Rockford can now push boulder A out of the way (6) and then dig down next to the diamond (7). Which can safely be collected (8). The task is complete – Rockford can safely move right (9) and then up and away.



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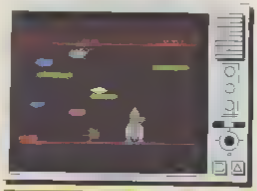
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GAME: JET PAC
MACHINE: BBC B
CONTROL: KEYS JOYSTICK
FROM: ULTIMATE £7 95

It s here The classic shoot em up from Ultimate is now available to soothe the itching fingers of trigger happy Beeb owners

There are 16 levels to the game each with the same screen layout but with different aliens to blast away at You control a little figure who can either walk along the bottom of the screen or else take off with the aid of his jet pack The only other features of the screen are 3 small platforms suspended in space

At the beginning of the game you must assemble your rocket from 3 component parts fill it with fuel and blast off to confront the next attack wave Meteors zip in from either side but you can dodge them blast them or take refuge in the top right hand corner if you need a rest

As soon as you ve got a full tank you enter your rocket and take off for the next screen On subsequent screens you simply refuel your rocket before moving on Not an easy task since those pesky aliens are constantly zooming wriggling or bouncing in from side to side You lose a life if you bump into an alien but your laser has unlimited fire power

Extra points are gained by picking up the occasional treasure as it falls from



GAME: GUNSLINGER
MACHINE: VIC 20 + 16K
CONTROL: JOYSTICK KEYS
FROM: OMEGA £1 99

Gunslinger is a version of the gunfight arcade game *Boot Hill* where two desperados face off across a dirt street in a one horse town in the Wild West With only each and the occasional passing stagecoach for cover the players zip up and down the screen guns blazing

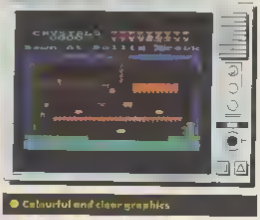
The game is very much a battle of wits with victory going to the player who can blast away with accuracy while dodging all the lead flying from the other direction You can play against the computer or a human opponent and as usual with such games duelling with a friend is by far the more enjoyable option

This is especially true in this game where the computer is a murderously accurate shot, and you ll find you re getting through your five lives faster than they got through sheriffs in Dodge City Each time you bite the dust two strong men carry a stretcher across the screen pick you up and then remove you to the strains of the Death March

This is a dull version of an old and mediocre arcade game with no original touches worth mentioning The sound is dreadful and most people won t find it



● Traditionally shy tycoon Peter Ballista in time



● Colourful and clear graphics

Roland in Time

GAME: ROLAND IN TIME
MACHINE: AMSTRAD
CONTROL: JOYSTICK KEYS
FROM: AMSOFT £8 95

This seems to be just about the first original Amstrad game Reliable sources say that it is also the first game Amsoft are proud of Well their previous efforts were nothing to be ashamed of – even if they were all conversions from other machines – but *Roland in Time* is certainly their best offering yet.

Not that it s a terribly original idea. *Roland* is yet another variant on Ye Olde Platforme Game But every computer should have one and this is an excellent example of the genre



BBC • BBC • BBC • BBC • BBC

above Objects are collected simply by passing over them There s a two player option and a sound off control which is lucky because the sound effects are pretty meaty

My only reservation is that *Jet Pac* is now over a year old on the Spectrum and no new features have been added to this latest version In fact I personally didn t think that the graphics were quite as good on the BBC as they were on the original The sound obviously is a vast improvement

Purists however, will argue that the game is great as it is and once that familiar display flashes onto the screen and the pace hots up it s really rather hard to disagree **Steve Cooke**

PANEL POINTS

Finally Ultimate have started to extend the range of machines for which they produce games *Jet Pac*, already a hit on the Vic 20 and Spectrum is, at last available for the BBC Unfortunately it's a bit of a disappointment

Instead of the slick clear graphics on the Spectrum game this has slightly blurred characters with wishy-washy colours One consolation is the sound which is suitably noisy and spectacular Like I said, a disappointment.

Rob Patrick

The nice thing about *Jet Pac* has always been its constructive element Of course you've got your mass slaughter – but you also have to assemble the rocket It's a bit like playing Lego with one hand and strangling the cat with the other

This BBC conversion is in my opinion as playable and compulsive as the Spectrum original

Peter Connor

The graphics and the animation were disappointing, the sound was adequate and the title screen could have been vastly superior But these niggles do not detract from what is an exceptionally addictive and classy shoot-'em up

Shingo Suguro

appealing to hear the Death March for the umpteenth time (because it was in the original) instead they ll turn the sound down or stuff their ears with cotton wool or whatever else is handy

The graphics too are nothing to write home about and taken with the poor sound effects I m left wondering why the programmer needed an expansion

On the bright side the game loads very quickly and the cowboys are equally nifty scurrying up and down with great smoothness People who found the arcade game addictive will get a kick out of it Personally I m aiming my kick in a different direction so look out Omega **Adrian Ogden**

PANEL POINTS

Apparently this game is licensed to Omega from Anirog, famous for their 16K Vic games The game is recognisable with its typical Anirog graphics: large, chunky, colourful and also, alas, jerky. The tune was excellent, some of the best music I've heard on the Vic, but the Death March left something to be desired.

In one-player mode, the computer controlled cowboy was really too quick on the draw, making Butch Cassidy look like the Milky Bar Kid, and I frequently needed the attentions of the two stretcher bearers clad in black. **Jeremy Fisher**

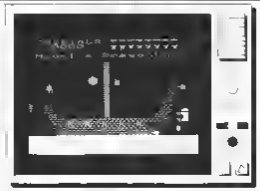
This has to be the first computer game to suffer an identity crisis. On the cover it's called *Gunslinger* but on the title screen *High Noon*

A bad omen you may think, and you'd be right. The graphics are great, the sound is respectable but with about 50 draws against the computer I only managed to win once and even that was a fluke

Remember the game *Boot Hill*? All it did in the arcades was sit and collect dust and cigarette ash. Well, *Gunslinger* is based on the same idea

Fraser Mashell

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•



● Lots of zany action

The scenario is traditionally silly Roland has been stranded on Earth by the evil Maestro and must find the 140 crystals which power his rocket These are scattered throughout 53 locations in ten time zones Roland can warp from zone to zone by stepping into a Tardis like contraption Fittingly the theme tune is borrowed from the Dr Who television series

The screens all have the wacky names and ideas that are now de rigueur in such games Time zone 6 finds Roland trying to collect crystals from the Missile Silo while zone 7 is called After the Holocaust and comes complete with whirling CND signs

Ladders lifts water deadly birds rampaging soldiers there are lots of obstacles for the chipper little Roland to overcome as he goes collecting Some zones are much easier than others so it s a welcome facility to be able to warp away to a more relaxing screen when you get frustrated

Graphics in this game are of a high standard – colourful and clear and the sound is a pleasant accompaniment. While there is nothing original about it Roland s 53 screens of intriguing platform action will keep Amstrad owners occupied for a long time

Peter Connor

PANEL POINTS

This first original program for the Amstrad is a real winner. Not only is it large enough and tough enough to provide a challenge but it also looks, sounds and 'feels' great.

The fact that it is unoriginal from a game concept point of view is the only drawback and one which CPC 464 owners should ignore.

The delightfully designed screens vary enormously and have many clever ideas like hidden doorways and invisible walkways. It is full of surprises. Nice one Amsoft – this is the real thing.

Bob Wade

Doodley-doo doodley-doo do-doo !! Strains of the Dr Who theme tune filter through my Amstrad speaker as I struggle with this game late into the night I particularly liked the graphics of this game – Gem have managed to squeeze the maximum number of colours onto the screen without allowing the characters to get too blocky. Playability was great too – not too difficult but challenging enough to hold your interest **Steve Cooke**

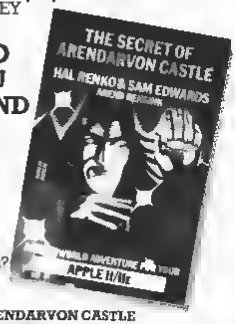
Boy, it sure didn't take long for the Amstrad to come of age. As a platform game this rates very highly indeed – it's pretty, the different screens show considerable variety, and above all it has real depth.

The puzzles are just about the right standard of difficulty – hard enough to be challenging, but not so hard as to be totally frustrating The game is also well structured – you don't have to solve all the screens in sequence, so the game can vary each time you play

Just a few more releases like this, and Amstrad owners are set for an exciting 1985 **Chris Anderson**

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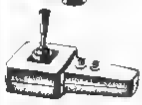
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The game which requires a 16K RAM expansion is based on the famous *Manic Miner* for the Spectrum. Just read our review of it on page 48 and you should have no trouble answering the questions on the entry form below. (If you don't want to cut up the mag, send us a copy of the form.)

When you've filled it in, post it to **Perils of Willy Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.**

And remember – with so many copies up for grabs, you've got a great chance of winning – so act quickly!



● Perils of Willy Entry Form

Name .....

Address .....

Answer these three questions about the game.

1) How many screens does it have?

2) What are four things to avoid?

3) What do you have to collect?

CLIFF HANGER CARTOON CONTEST

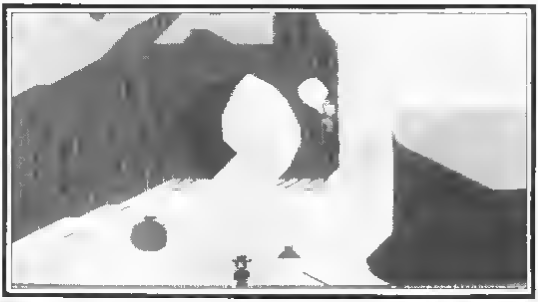
TIRED OF fuzzy pictures on your TV? Sick of fighting with the family over whether YOU should be zapping aliens or THEY should be watching Coronation Street?

What you need is your own colour monitor. And here's how you can win it! *Cliff Hanger*, the new game from New Generation Software has ushered in the age of the arcade cartoon (see our review on page 78-9). So we decided it was time to hold a cartoon competition.

Already some of you have had us in stitches with your cartoons for our Noticeboard – so we know there's plenty of talent out there.

What we want you to do is simply to send us a cartoon (or cartoons) which you yourself have thought up and drawn and which is linked in some way with computer games.

The person whose cartoon we think the funniest will win a **Microvite Colour Monitor** for his computer. (Microvitec produce monitors suitable for the Spectrum, Commodore 64, Vic 20, BBC, Electron and Dragon. We will ensure that the model awarded is compatible with the winner's computer.)



The 25 runners up will receive copies of the game *Cliff Hanger* which runs on the Commodore 64.

There is no entry form – so make sure you include your name and address with your entry. Post it to **Cliff Hanger Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.**

The closing date is **December 21st, 1984.**

Win a colour monitor plus copies of a great new game

Win a flight over the Atlantic in our a-maze-ing Strangeloop competition!

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NEW YORK! Perhaps the most spectacular city on earth - and now you have a chance of an exciting trip there all expenses paid!

Yes it's true. The first prize in our stunning *Strangeloop* competition is four days for two people in New York. It includes the cost of return air tickets courtesy Virgin Airways and four nights in a top New York hotel.

Strangeloop is the great new arcade adventure produced by Virgin Software a PCG hit in our last issue. It runs on a 48K Spectrum (and a Commodore 64 version is coming soon) but the competition can be entered by anyone.

As well as the main prize we shall be giving away 25 consolation prizes consisting of a Virgin T-shirt, a copy of *Strangeloop* (for either Spectrum or 64) and a set of posters.

This is what you have to do. Turn to our exclusive colour map of *Strangeloop* on page 130.1. This shows all 240 of the game's locations. The idea of the competition is that you work out the shortest route possible through a series of the most significant locations. The sequence you must follow is this:

Start (LC) > Scooter Room (KE) > Vendromat (KG) > Monitor Production Line (XJ) –> Rusty Robot Room (TC) > Sick Bay (LA) > Reactor (DA) –> Security Check (JI). (The letters in brackets give the grid location on the map.)

Given this information you have to work out how to complete the journey visiting as FEW rooms as possible. So all you have to do is plan the route, add up the number of rooms entered and write this number in the entry form. The start and finish rooms should both be included in the count and if you visit the same room on more than one occasion, you must count it again each time. Remember to keep a copy of the route you planned because the winner may have to show us the path he took.

As a tie-breaker you must also say why you fancy a trip to New York.

So what are you waiting for? The Big Apple is right there for you to bite.



How to use the map

The entrances from one room to another are coloured solid black. For example in room WJ there are 2 exits to room VJ, 2 to room WI and one to XJ.

In general once in a room you can move freely round it – eg you can readily switch from one vertical pipe to another, but you CANNOT pass through horizontal platforms except along a pipe – see room MD) and you CANNOT pass through the vertical conveyor belts (see room ME).

The small arrows in some locations indicate one way exits.

Strangeloop Competition Entry Form

Name

Address

Age

Post code

My T-shirt size is (S, M or L)

As a consolation prize I would prefer a Spectrum/Commodore 64 version of Strangeloop (delete one)

I think the shortest possible route would take you through ___ rooms. I would like to spend three days in New York because (complete the sentence in under 25 words)



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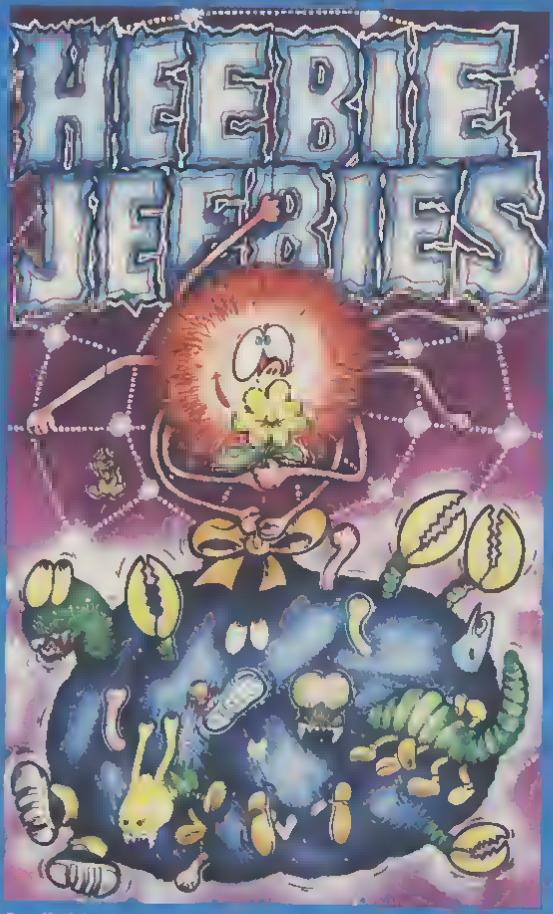
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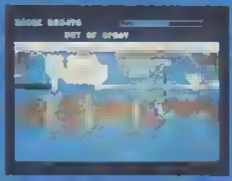
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[illegible] in a
[illegible] you must retrieve.
flowers are protected by [illegible]
[illegible] and patrolling [illegible]-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up.

The beans in the cave are harmless and extra points will be retrieved by picking them up along the way, but don't touch their stalks.

If anything is touched other than a pot, beans, fuel dumps for re-fuelling, sprays which can be used to stun the mega-dragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your teleport along the way so that in an emergency you will be transported back to your teleport. You begin the game with five teleport sprays and an extra spray is gained for every flower collected.



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SANTA

For the Commodore 64 By Tony Crowther

```
READY.
0 GOSUB1500
1 GOSUB250:POKE53248+33,1:PRINT"  " SC=0
2 POKE54296,15
5 C$="      "
6 B$="    "
7 D$="    "
10 POKE53248+33,0:POKE53248+32,0
20 PRINT"          ":FORI=1TO2
30 PRINT"  B$"  "B$"   B$"   B$"    "B$
31 NEXT
50 PRINTD$D$D$D$D$
60 PRINT" C$C$C$C$C$"
70 A$="  \ \    \ \ \ \ \ \ \ \ \ \   \ \"
80 PRINT" A$
90 PRINT" "A$
100 PRINT"                        "
120 A=53248:POKEA+23,248:POKEA+27,255
121 FORI=0TO16:POKEA+I,0:NEXT
130 POKEA,230:POKEA+1,100:POKE2040,220
140 POKEA+21,255
150 POKEA+28,255:POKEA+39,4:POKEA+38,11
151 POKEA+37,1
155 POKE832,0:POKE2042,223
160 POKEA+2,255:POKEA+3,100:POKE2041,221
161 PRINT"       TAB(30) HI"SC
162 PRINT" TAB(30)HI
170 POKEA+40,8
180 FORI=8TO14STEP2:POKEA+I,-103+(I)*24
185 POKEA+I+1,209:NEXT
190 FORI=3TO7:POKE2040+I,224:POKEA+35+I,8:NEXT
195 PRINT"    TAB(30)"SCORE
200 FORI=0TO15STEP2:B=4*256+81+I
201 POKE834+I,B-256
202 POKE833+I,B-(PEEK(834+I)*256)
203 NEXT
205 POKE830,0:POKE831,1:POKE832,0
210 SYS49280
211 IFPEEK(828)=0THENSC=SC+1:PRINT"      TAB(30)SC:GOTO4
212 PRINT"               DEAD!"
213 POKE54276,0:POKE54277,255
214 POKE54273,10:POKE54276,129
220 GETA$:IFA$=""THEN220
230 IFSC>HITHENHI=SC
240 GOTO1
250 PRINT"          SANTA   D  
251 POKE53248+21,0
253 POKE53248+33,0:POKE53248+32,0
254 PRINT"    K  POUTHER  WIZARD DEV )
260 PRI      SANTA
       KEEL  ERING PRESENTS TO THE KIDS BUT
       THEY BECOME VERY ANGRY AND "
280 PRINT"IF THEY DON'T GET WHAT THEY WANT  YOU
300 PRINT" DIE  TO INDICATE HOW MAD THEY ARE
302 PRINT"THE LIGHTS WILL CHANGE COLOUR
310 PRINT"YELLOW MEANS DEATH."
315 PRINT" COLLECT A PRESENT AND LET A SNOWFLAKE
316 PRINT"KNOCK IT DOWN THE RIGHT CHIMNEY."
320 INPUT "SPEED(1-3)";LE
330 DE=0
340 IFLE=2THENDE=4
350 IFLE=3THENDE=8
351 INPUT"LEVEL(1-3)";LA
352 LS=2
353 IFLA=2THENLS=3
354 IFLA=3THENLS=8
356 POKE40457,LS
360 RETURN
990 REM CODE (M/C)
1000 DATA162,0,165,05,3,100,250,100
1001 DATA96,3,133,251,165,251,201,4
1002 DATA144,48,201,0,176,44,78,80
1003 DATA192,234,145,250,160,65,3,2
1004 DATA185,40,157,65,3,1,5,88,3
1005 DATA185,0,157,06,3,65,85,3
1006 DATA133,250,110,86,3,78,102,162
1007 DATA 74,145,250,232,232,224,10,144
1008 DATA 103,96,190,4,15,88,3,130
1009 DATA10,157,65,3,134,253,24,181
1010 DATA253,105,3,157,05,3,78,45
1011 DATA102,168,0,17,250,20,42,200
1012 DATA187,165,2,76,26,152,133,251
1013 DATA 77,250,201,32,208,205,169,42
1014 DATA 78,57,152,173,0,220,41,1
1015 DATA208,13,173,1,208,201,50,144
1016 DATA6,208,1,208,208,1,208,173
1017 DATA0,220,41,2,208,13,173,1
1018 DATA208,201,130,176,0,230,1,208
1019 DATA238,1,208,173,0,220,41,4
1020 DATA208,13,173,0,208,201,20,144
1021 DATA6,208,0,208,206,0,208,173
1022 DATA0,220,41,8,208,13,173,0
```

Here's another great listing from star programmer Tony Crowther, author of famous games such as *Son of Blagger*, *Loco* and *Wanted Monty Mole*.

This time Tony's switched to a seasonal theme and written us a delightful little game starring Santa Claus himself. He has to deliver presents down five different chimneys. But if he can't deliver them fast enough the kids down below start to get really angry and sooner or later Santa's bound to cop it.

The game, which is joystick-controlled, is written mostly in machine code and features colourful smooth graphics.

Hints on entering the program

1 Make sure you SAVE the program before running it as errors could cause a crash.
2 Take special care entering the Data statements which are used for the machine code part of the program. If on running you get an 'out of Data' error, it's likely there's a mistake in one of the Data statements.
3 The reversed characters are entered by using the cursor keys and graphics characters – see your manual for more details.
4 After typing RUN there is a slight pause while the program reads in the machine code. But instructions should come up on screen within 5-10 seconds.



MMODORE 64 COMMODORE 64




```
1023 DATA 96 201 240 1 1 6 32 0 208
1024 DATA 208 0 208 172 1 208 141 2
1025 DATA208 172 0 208 24 105 24 141
1026 DATA2 208 173 64 3 201 0 208
1027 DATA10 173 0 208 24 105 2 141
1028 DATA4 208 172 1 208 24 105
1029 DATA141 5 208 96 173 19 208 c0
1030 DATA166 208 648 208 62 2 173 63
1031 DATA2 205 62 2 144 235 38 115
1032 DATA182 32 115 192 22 0 192 149
1033 DATA0 141 62 3 22 42 197 32
1034 DATA6 196 76 81 193 174 5 220
1035 DATA224 5 176 12 169 42 208 701
1036 DATA240 208 0 169 7 284 42 208
1037 DATA96 0 236 41 169 172 41 192
1038 DATA201 2 144 0 169 0 141 41
1039 DATA192 76 21 197 96 162 0 189
1040 DATA42 208 201 247 208 5 169 1
1041 DATA141 61 3 96 222 224 5 208
1042 DATA228 234 234 234 173 0 208 74
1043 DATA74 74 133 252 169 3 133 253
1044 DATA172 1 208 74 74 74 170 165
1045 DATA252 24 105 40 133 252 165 253
1046 DATA105 0 133 253 202 224 255 208
1047 DATA228 160 15 177 252 201 42 208
1048 DATA10 173 64 3 201 0 208 2
1049 DATA208 64 3 76 220 192 208 46
1050 DATA172 5 208 24 105 0 141 5
1051 DATA200 201 50 144 33 160 0 173
1052 DATA4 208 201 70 144 16 208 201
1053 DATA110 144 11 208 201 160 144 6
1054 DATA208 201 150 144 1 208 169 2
1055 DATA141 64 3 76 192 192 76 228
1056 DATA193 185 42 208 201 240 240 3
1057 DATA185 42 208 56 222 1 153 42
1058 DATA208 169 68 141 4 208 141 5
1059 DATA208 76 0 154 173 64 3 201
1060 DATA1 76 142 193 173 64 3 201
1061 DATA2 208 15 173 30 208 201 5
1062 DATA208 5 169 0 141 64 3 76
1063 DATA236 192 172 28 208 76 236 192
1064 DATA7163 0 161 61 3 96 173 83
1065 DATA2 208 15 238 249 7 172 245
1066 DATA7 201 223 144 5 169 221 141
1067 DATA249 7 96 0 0 0 0 0
1500 REM CODE  SPRITE LOADER
 501 FORI=@TO543:READA:POKE49152+I,A:NEXT
1502 FORI=@TO320:READA:POKE14000+I,A:NEXT
1999 REM SPRITE DATA
2000 DATA0 0 0 0 0 0 64 0
2001 DATA0 72 0 0 48 0 0 20
2002 DATA0 0 20 0 0 60 0 0
2003 DATA48 0 0 42 144 0 42 149
2004 DATA0 42 0 0 85 64 0 255
 005 DATA160 0 255 160 0 255 160 4
2006 DATA255 252 4 85 65 80 0 0
2007 DATA0 0 0 0 0 0 0 0
2008 DATA0 0 0 0 0 0 0 0
2009 DATA0 0 0 0 0 0 0 0
2010 DATA0 0 0 0 0 0 0 0
2011 DATA0 0 0 0 2 0 0 0
2012 DATA128 0 0 40 22 0  70 40
2013 DATA42 162 2 170 168  0 170 160
2014 DATA42 0 160 32 0 40 128 0
2015 DATA0 0 0 0 0 0 0 0
2016 DATA0 0 0 0 0 0 0 0
 0 0 DATA0 0 0 0 2 0 0 0
 020 DATA128 0 0 40 32 0 170 40
2021 DATA42 162 2 170 168 10 170 160
2022 DATA10 0 160 2  30 128 0 120
2023 DATA0 0 0 0 0 0 0 0
2024 DATA0 0 0 2 128 0 10
2025 DATA160 0 26 172 0 168 164 2
 026 DATA16A 232 14 169 168 11 174 88
2027 DATA6 250 104 8 185 86 10 110
2028 @ATA64 2 134 0 0 104 0 0
2029 DATA48 0 0 0 0 0 0 0
2030 DATA0 0 0 0 0 0 0 0
2031 DATA0 0 0 0 0_0 0 0
2032 DATA170 186 171 170 186 171 170 186
2033 DATA171 170 186 171 170 186 171 170
2034 DATA186 171 170 186 171 170 186 171
2035 DATA170 128 167 85 117 87 255 255
2036 DATA255 170 186 171 170 186 171 170
2037 DATA186 171 170 186 171 170 186 171
2038 DATA170 186 171 170 186 171 170 186
2025 DATA171 170 128 167 85 117 87 0
2040 DATA0 0 0 0 0 0 0 0 0 0
3000 RETURN
4000 POKE54276,81:POKE54277,7:POKE54278,100:POKE54276,17
4100 GOTO210
READY
```

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GUN FIGHT

by Jeff Greaves for any Spectrum

Here's a high quality listing written partly in machine code which pits you in a Wild West shoot out against another player. It's a multi screen game featuring pretty graphics and stacks of action

Typing in the listings

So you must follow this procedure

1) Type in listing 1 and SAVE it at the start of a blank tape using SAVE "Loader" LINE 5

2) Type in and RUN listing 2. If it is free of errors the program will save itself onto tape — it should be saved immediately after listing 1. If the DATA statements you have typed in contain errors the program will discover them and tell you

3) Repeat 2 for listing 3

4) Type in, check carefully and save listing 4 using SAVE "Main program" LINE 5

To run the game you must now rewind the tape and type LOAD. All four listings will load. If the game doesn't work properly reload listing 4 (using MERGE "") and recheck for errors

Game controls

Player 1 Q–Up A–Down X Turn right Z–Fire

Player 2 P–Up Enter Down M–Turn left Symbol shift – Fire

Graphics characters

All italic letters should be typed in with the computer in graphics mode. To enter graphics mode you press the <CAPS SHIFT> and the 9 key simultaneously and to exit the graphics mode you just press the 9 key

Capital italic letters represent the corresponding user defined graphics characters. Enter these in graphics mode simply by pressing the indicated letter. Lower case italic letters are used to represent the pre defined graphics shapes which you can see on the top right hand corner of the keys 1 to 8

Here's a list of the letters – what you should enter is in brackets after each letter but remember you must be in graphics mode

a(8) b(1) c(2) d(3) e(4) f(5) g(6) h(7) i(Shift 7) j(Shift 6) k(Shift 5) l(Shift 4) m(Shift 3) n(Shift 2) o(Shift 1) p(Shift 8)

LISTING 1

```
[illegible]
```

LISTING 2

```
[illegible]
```

LISTING 3

```
[illegible]
```

LISTING 4

```
[illegible]
```



GUN FIGHT

```
1001 BORDER 1: PAPER 1: INK 7: CLS
1002 PRINT AT 10,... WRITTEN BY ...
1003 PRINT AT 17,3;: FOR A=U TO ...
1005 FOR B=U TO J+U
1010 PRINT AT V;V; ...
1020 IF INKEY$ ... THEN NEXT B: GO TO 1005
1250 RANDOMIZE USR 32350: CLS
1300 GO TO 7000
1502 PAPER 1: GO SUB 9900: PRINT AT 15,...
1505 INK V+R: PRINT AT ...; PLAYER ONE ... PLAYER TWO ...
1590 GO SUB 9900
2003 IF IN 65278 ... THEN GO TO 3020
2004 IF IN 65278=253 THEN IF CT=U THEN ... RANDOMIZE USR 32200: GO TO 2006
2005 GO TO 2015
2006 FOR A=V+V TO 31: IF ATTR ... THEN PRINT AT ... RANDOMIZE USR 32200 ...
2007 IF NOT SH THEN GO TO 2015
2011 PRINT AT N,A,U; ...
2012 NEXT A: PRINT AT A,A ...: LET SH=T
2013 LET Y=YY: LET YY=YY ... IN 65022=254 ...
2014 IF X ... THEN GO TO 3010
2015 IF ... THEN GO TO 3000
2999 GO TO 4000
3000 LET ...: PRINT AT YY+R,V; ...
3010 LET CT=T: PRINT AT ...: GO TO 4000
3020 LET CT=U: PRINT AT ...: GO TO 4000
4003 IF IN 32766=251 THEN GO TO 5020
4004 IF IN 32766=253 THEN IF C2=U THEN LET SH=T: LET ...: PRINT AT A,28; ...: RANDOMIZE USR 32200: GO TO 4006
4005 GO TO 4013
4006 FOR A=27 TO 1 STEP -U: IF ATTR ... THEN PRINT AT ... RANDOMIZE USR 32200 ...
4007 IF NOT SH THEN GO TO 4013
4011 PRINT AT H,A; ...
4012 NEXT A: PRINT AT A,A+U; ...: LET SH=T
[illegible]
```

Attention all Amstrad owners!



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(KEYBOARD OR JOYSTICKS)

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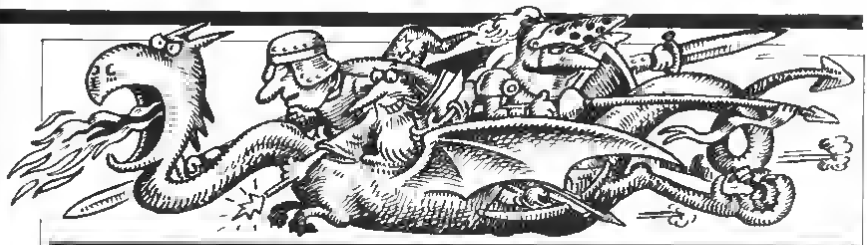
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ADVENTUREWORLD

The White Wizard investigates the latest releases

SPOILT FOR CHOICE

Anyone know of a secluded retreat with ample supplies of tinned owls livers and lettuce Such much software has flooded into the White Wizard s cave this month that he is at his wits end and badly in need of a very long holiday

However the good news is that there are some hot new releases out this month Level 9 s ***Return to Eden*** hits the streets and of course there s the ***Sorceror of Claymorgue Castle*** from Scott Adams Not only that but there are also one or two new games that offer the adventurer something quite different from any programs that have been on before

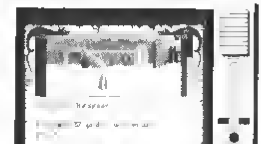
First however let s *Return to Eden* with Level 9 This is the eagerly awaited sequel to *Snowball* and will be available on the usual extensive Level 9 range of machines from the Memotech right through to the Amstrad You don t by the way need to have played *Snowball* to enjoy *Return To Eden*

This game marks a radical departure from Level 9 tradition by including gasp GRAPHICS Have the die hard text only gents from L9 taken leave of their senses?? No mein wizardlings say but simply produced a better game (Yes the White Wizard is proficient in all languages including Numenorean Provincial)

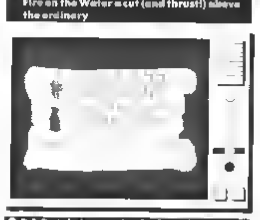
Frankly the White Wizard found *Snowball* a very trying game and were out at least a dozen wands exploring its secrets *Return to Eden* is rather easier in my opinion and certainly as enjoyable as its predecessor

The only thing about the graphics is that some of them are rather poor Sacrilege I know to speak ill of a Level 9 game but really they aren t that hot with the pastels Even the old *Mysterious Adventure* range comes out on top here

However this game oozes with atmosphere as you explore a distant planet populated by some very strange creatures including the invaluable Scarlet the very necessary Ouija bird and the undesirable leviathan You can jump



● Superbly animated fight sequences make Fire on the Water a cut (and thrust) above the ordinary



● D & D-style interaction for four players in The Prince from CCS

from the exotic furest you move on to the daunting task of penetrating the different zones surrounding a robot constructed city Very hazardous this and I guarantee you ll need to spend at least a week driving yourself round the bend before you reach the city by which time you ll be only about half way through the game

200 locations the usual extensive vocabulary and a great scenario make this every bit as good as previous Level 9 games Don t expect the locations to be quite so fully described as other Level 9 games – after all you do get the graphics which take up a lot of memory

There s a strong [illegible] slant to the story centring on the moral questions surrounding the destruction of alien life forms No I m not [illegible] and the White Wizard very much approves of this sort of thing There are adventures we have that reflect real life problems like this the better in my view

The only slight reservation I have about *Return to Eden* (and all other Level 9 games) is that it doesn t tell you which words it fails to understand It simply replies with the famous Arfle Barfle Gloop? which isn t much help when you re trying to unravel vocabulary problems It has to be said however that one doesn t often have vocabulary problems in a Level 9 game

Another important recent release is Scott Adams *Sorceror of Claymorgue Castle* This is available for the Commodore Spectrum Apple Atari BBC Dragon Electron and Tandy phew Quite a list

The White Wizard has dabbled enjoyably in the Spectrum version which features some very pretty graphics indeed It s worth noting that the Spectrum conversion was done by Brian Howarth who writes the *Mysterious Adventures* to which this program bears some superficial resemblance

Well what can one say about Scott Adams adventures? They ve been around for a very long time now in one form or another but the fact is that whenever a new one comes out it is always a good buy *Sorceror of Claymorgue Castle* is no exception

As in most Scott Adams games the object of the game is simple you must collect a certain number of readily identifiable treasures and store them in a particular location The challenge of the games is in overcoming the different puzzles most of which are encountered when you try to move from location to location

None of Scott s games have that many places to visit but that doesn t mean they re a doddle by any means *Sorceror* is definitely a case in point here You start off behind a castle and I guarantee that you won t enter it inside ten minutes of cursing howling and (as it happens) holding your breath

Once you get inside you'll still have to try every trick in the book to escape from him about six times. The last is a test of your nerves as you must [illegible] right in front of your foe at the beginning – but try picking it up and you'll see that all you get is easy to use items.

So that's two new games for your Spectrum and both available on a wide range of machines. Now let's take a look at something quite different – three in fact – each of which offers something rather unusual.

Lone Wolf

The first is the *Lone Wolf* series for the Spectrum (though I imagine that there will soon be similar offerings for other machines). There are two games in the series so far – *Escape from the Dark* and *Fire on the Water*. Both titles offer excellent animated graphics and a very unusual format.

The cassettes come either on their own or with an accompanying book that gives some idea of what to expect from the games themselves. The books are split up into numbered sections each of which continues a stage in the development of the plots. I say plots rather than plot because the story changes as you read.

This is because whenever you come to a crucial point in the story you have to make a decision. Depending on the decision you make you are then directed to another numbered section where you continue reading.

This of course is very much like playing an adventure game on a computer so it's only natural that Arrow, the publishers have decided to offer a game as well.

The format is as follows: there's a graphics screen surrounded by an attractive border and a scrolling text window below. You place a keyboard overlay on top of your Spectrum. The storyline scrolls on the screen and whenever you have to make a decision you press the appropriate key and the program jumps to the next stage in the story.

There are also extensive fight routines requiring diligent pressing of Parry, Thrust, Chop and Swipe keys. Your fighting skill and energy are monitored on the screen and when you run out of energy (one Wulf (that's you) bites the dust.

The fight sequences are well animated and after a couple of hours playing I decided that there really was a tactical element which made them much more satisfying than the usual 'You stab the Dire Wulf' routines that other games tend to offer.

Escape from the Dark and *Fire on the Water* are consecutive games and a character developed in the first can be loaded into the second ready for action.

So what's different about these games? The first thing to notice is that the program itself dictates your moves. For instance you can't type in 'Get Wrist' unless that is presented to you as an option to be selected. In this respect the game is more limited than a traditional adventure.

However all the space saved by the absence of complex parsing routines (the bits of the program in a normal adventure that scan your inputs and generate appropriate responses) [illegible] There's still a good deal of scope for the player to shape the game – you can sometimes run away rather than fight. You can choose your own routes to your destination and investigate a number of dead ends, some of which are more rewarding than others.

The White Wizard gives these games the thumbs up and looks forward to more along the same lines. They are very different in feel to the traditional text/graphics game but I think they have a value all of their own.

It is undeniably worth getting the books as well as the games – you can then use them as crib sheets if you find the going too tough.

The Prince

If I can think *Lone Wolf* sounds different wait till you get a LOAD of the next game – an interactive program for four players from CCS called *The Prince*.

This game apparently won the Cambridge Award 1984 (though I'm a bit hazy as to what exactly that means). However it is a very interesting piece of software that should be carefully examined by adventurers and particularly those with a D&D background.

The scenario is as follows: in Castle Ravencrag the Lore Master has disappeared and is believed dead. By law succession to this desirable post is by presentation of the tokens – a ritual ceremony in which the applicant begs an audience with the Prince of Ravencrag and hands over the tokens.

Your task and that of your three human opponents is to find out what the tokens are, get hold of them and present them to the Prince. You then become Lore Master and win the game.

Each player takes on one of four characters – Grasper a landlord, Ambrose a cleric, Purcus the merchant

Aid for addicts

Use the Clue Code at the end of each puzzle to find out more about the game. Start at the beginning and every time you get stuck, look for the complete solution. When you reach the end of a map go back to the beginning, but the next time you carry on. If you reach the bottom of the grid start again at the top.

1. Can't find the crown in Scott Adams' *Adventureworld*? This should help you on your way. (Clue Code A1)

2. Is the giant in *Tizan Kingdom Valley* too sick to help you? Here's a tip. (Clue Code A2)

3. Can't get the heavy gold nugget out of the cave in *Colossal Adventure*? (Clue Code D2)

4. Can't capture the man eating pancake in *Beyond the Kitchen*. Here at last is the answer. (Clue Code F*)

	1	2	3	4	5	6	7	8	9	10
A	C	T	O	A	T	K	H	E	R	H
B	O	I	N	M	E	F	R	O	O	R
C	L	A	M	S	B	W	Y	I	L	M
D	E	G	D	O	G	T	F	D	P	Y
E	F	Z	A	A	R	N	W	D	A	S
F	S	A	O	Y	N	P	W	L	A	J
G	L	G	I	H	Y	H	T	P	H	R
H	E	E	R	O	E	S	S	M	N	G
I	O	R	S	P	U	T	C	H	H	I
J	C	O	A	S	M	P	E	R	M	E

ADVENTURE NEWS · ADVENTURE NEWS ·

Two-player adventure

PSS has brought out *Swords and Sorcery* – a new D&D style game for the Spectrum that allows you to link up two machines via Interface 1 for a two player game network.

There are at least three modules in the package – the Network module, the Village (for trading, resting and depositing treasure) and an unspecified number of Advanced Player Modules.

PSS claim that the game has taken nearly two years to develop. A Commodore 64 version is on the way and the price is £9.95.

Kilburn capers

Oric owners can cheer up a bit with the news of a new Oric adventure from Tansoft. Called the *Kilburn Encounter* it is billed as a Monty Python style adventure.

The game should be available as you read this for £7.95. It will of course be Atmos compatible and is text/

Second superhero

Adventure International are on the verge of bringing out *Spiderman* the next in the Marvel series following the very enjoyable *Hulk*.

The game will be available for the usual wide range of machines.

Second coming

Readers who remember the Video Vicar who wrote *Jericho Road* for Shards Software may be interested to know that his latest offering, *Galilee* is now available from the same company.

Galilee is a text and graphics game set in the 15th year of the reign of Tiberius. The Rev Peter Goodlad (for such is his name) has apparently put a lot of research into the program which costs £5.75 for the Spectrum.

Shards have also released *Operation Safras* and *Pettigrew's Diary* in one four part package for the 64 and Spectrum at £9.95.

and Fernando the upstaff (magistrate to you and me). Each player has certain advantages related to his profession – money for example in the case of Pureus.

Having chosen characters the players then take it in turns to recruit help from the Castle retinue and purchase items from Garup the Castle trader. During this phase only one player at a time looks at the screen so other players will not know who is working for you or what you possess. Occasionally for example a servant may serve two masters and knowledge of his double dealings could benefit either player.

Each player has a passcode which he must enter during the game in order to play. This stops other players from cheating when you pop out for a slice of toast and honey – or whatever you fancy.

During your turn you find yourself inside the castle as in a traditional text adventure. You have only 10 inputs in each turn and must find out as much as possible. You can call your spies and ask them to report or get your less desirable helpers (henches) to attack your opponents servants.

During this phase you will find that the vocabulary of the game is rather limited but of course it's the same for all four players.

What's special about *The Prince* however is that it is one of the first computer games I've come across that permits intelligent and enjoyable collaboration between the human players. As in D&D you will find yourself involved in complex negotiations with your opponents (or allies depending on how you deal with them). Nothing is too fair or too foul to be considered – you could for example ally yourself with Fernando find out who his spies are under pretence of helping him then have your spies knock them all out. You unscrupulous devil you of course you wouldn't do a thing like that would you? Oh yes you would.

Like the *Lone Wolf* games *The Prince* is very far from being a trad adventure. It is however a game that will appeal to adventurers who enjoy a get together and the chance to outwit each other. Again the White Wizard while granting this game a place on his now crowded shelf would be pleased to hear from other adventurers as to what they think of this new breed.

Macbeth

Finally in the New Trends department – we have ***Macbeth*** from Creative Sparks for the Commodore 64. This is quite a handful this one. Two tapes four games plus a copy of the Shakespeare play. Each of the four games is related to part of the play and each is in a different style.

All four games feature graphics to a greater or lesser extent and the standard of these is extremely high. In each game you must achieve certain objectives that will allow you to achieve the goals of the character you are playing. In the first and last games you play Macbeth in the second game you are Lady Macbeth and in the third you are one of the Three Witches assistants.

With the exception of game number 3 these are all text games with graphics added in places. Unfortunately they rely very heavily on your ability to phrase your inputs correctly. Although they will tell you which words are not understood (by highlighting them in red) they are not very hot on understanding the traditional vocabulary.

This is particularly true in game 3 which is almost entirely graphics based and doesn't understand words like North or South. The display plays a very important role here and you must pick out items in the picture and use them as appropriate although you may not have been told explicitly that they are there.

I'm not sure that *Macbeth* will appeal to many adventurers unless you have a particular interest in Shakespeare or Scottish history. Some of the sequences are very good but £14.95 seems a lot to pay for them.

The other drawback with the game and this applies to one or two other book based adventures is that you can't succeed without reading the play and having read the play you know what's going to happen. The whole program is rather lacking in the excitement of discovery that makes a good adventure.

However there is one very interesting innovation that is worth a mention.

At the end of each game the program gives you the opportunity to load a program called Psycho. This is a very novel routine in which the computer poses as a psychiatrist and questions you in your role as the character you have just been playing.

Remember that session we had years ago when we got rid of your meat phobia" enquires the computer of Lady Macbeth (i.e. you) and then goes on to find out just why you behaved as you did in the play – or the program.

Computer buffs will no doubt realise a similarity here between Psycho and Eliza a program that simulated a psychiatrist and gave apparently intelligent replies to the questions put to it. Psycho isn't nearly as complex but it's still good fun.

But why does the White Wizard mention this curiosity I hear you cry. Well I reckon it's only a matter of time before we see more variations on the traditional adventure theme. Using a routine like Psycho for example you could carry on an enjoyable – even if perfectly meaningless – conversation with Thorin in *The Hobbit* for example – and just look at *Sherlock* where you can Tell a character things you think they ought to know.

Well that's all for this month my friends. Next month's issue will be absolutely packed to the brim and will include a couple of goodies that I've had to leave out in this issue because of lack of space.

In the meantime I have a special favour to ask of you all. In recent months we've had a number of new games that one can't really call adventures but still seem to have some sort of claim to a mention on these pages. I'm thinking particularly of so called arcade adventures like *Gisburne's Castle* or novelties like the *Lone Wolf* games I've mentioned above.

Well what do YOU think? Are these games worthy of our attention? What do you think is the definition of an adventure game? Shall we stick to the straight and narrow path of the traditional adventure, my fellow explorers of the unknown lands or shall we allow ourselves to sally forth into new realms?

The White Wizard humbly awaits your reply and will bow to your judgement.

ADVENTURE NEWS



Quick glimpse of some of the stunning graphics on Interceptor's Message from Andromeda for the Amstrad. Oh boy! Will all Amstrad adventures look as good as this!

GAME	MACHINE	PRICE	ATMOSPHERE	COMPLEXITY	INTERACTION	OVERALL
RETURN TO EDEN	Ap, At, B, C, M, S	£9.95	8	9	7	9
SORCEROR OF CLAYMORGUE CASTLE	Ap, At, B, C, D, E, S	N/A	7	8	6	8
FIRE ON THE WATER	Spectrum	£6.95	7	4	N/A	5
THE PRINCE	Spectrum	N/A	8	7	5	7
MACBETH	CBM 64	£14.95	7	8	3	5

KEY Am Amstrad Ap Apple At Atari B BBC C CBM64 D Dragon E Electron M Memotech N Nascom S Spectrum T Tandy

The Wizard's Mailbag

GREETINGS O ADVENTURE KING begins **Fraser McCallum** in a recent letter. Flattery will get you nowhere, Fraser but you obviously know your onions and are hereby elevated to the rank of Honorary Wizard given the Freedom of the City of Fhdollah, and rewarded with the kingdom of Hyrkania plus 1 million credits.

Fraser writes in about *The Lords of Midnight* as did many other Adventureworld readers this month. He points out that Hawkrin the Skulkrin, Farflame the Dragonlord and Lorgrim the Wise can all destroy the Ice Crown (as well as Lake Mirrorn).

Philip Coare from Eltham has also been Midnighting and isn't too happy even though he's succeeded in destroying the Ice Crown. The ending was hardly the dazzling spectacle I hoped for. Please can you tell me why you cannot hide Morkin and why the victory display is so boring?

The answers simple, Philip – there just wasn't room for anything else. Mike Singleton spent ages trying to fit the game into 48K and was so short for space that towards the end of his programming, stunt he had to spend about six weeks just trying to save 2K.

I have to admit however that I too found the ending a bit of a let down. The enjoyment of *LoM* is definitely in the playing and not in the winning of it, but I still think it's a fantastic game and know that most readers would agree with me. As far as hiding Morkin is concerned – well I think the game would be just that teensy weensy bit too easy if you could hide him on his way to the Ice Crown.

Gary Frost writes in with umpteen tips on *Heroes of Karn*. Up with Tony Crowther he cries and down with Ultimate who won't write games for the Commodore 64. Down with both of them I say since neither of them write adventures.

Stuart Henderson is rapidly becoming an Adventureworld veteran. May I thank you for my honourable mention in the September issue. I have received scores of letters from some very frustrated adventurers and I've had many Thank You notes from people I've helped. Would it be possible to thank Peter May, Paula Ellson and Gilbert Wickham through your excellent column?

Flattery again, Stuart – it will get you nowhere. Please however accept my salutations and know that your name is inscribed in solid Moonsilver in my book of People to Borrow a Gold Credit From. And don't worry – I won't stop giving people your address – see this month's Helpline.

I always read your amazing magazine begins the next letter and by now the White Wizard was getting so big headed that he had to order a larger size of hat. I have scored 1 024 points on *Tau Ki Kingdom Valley*, the letter continues, but I can't find out what to do after achieving this score. Please can you help. Yes **Andrew Seaton** I can. I suggest you buy another game and get top marks on that one as well. Once you've scored 1 024 points on this game and have discovered the Secret of Life there really isn't much more to do.

Finally an angry letter from **Dean Knight** of Stockport. Arc Vic owners giving you death threats because you never got our point of view. Maybe I won't go to such drastic measures (Phew – WW) but I am still one very angry Vic owner. Just when will the Vic get an entry in your pages?

Dean I'm truly sorry about the Vic. I'm also sorry about the Dragon and the Oric/Atmos. The sad truth is that these machines are poorly supported these days. I know there are games around for them but these are mostly old titles.

However if there IS anyone out there writing new material for any of the less popular machines then do please send it in. In the meantime, I shall do my level best to get hold of some software for you starved Dragon/Oric/Vic/Electron owners. The White Wizard has given his word and his word's not lightly broken.

The PCG Helpline

Here are this month's offers of help and cries for assistance. Please don't forget to include an sae if you need a reply from another reader.

Help offered

Game *Scott Adams' Adventureland*
Contact Stuart A Hara 21 Rockfield Street, Dundee, DD2 1LD.

Games *Snowball, Lords of Time, Espionage Island, Inca Curse, Ship of Doom*
Contact Neville Blenkinsopp 14 Rush Park, Bishop Auckland, Co Durham, DL14 6NR

Games *Hobbit, Valhalla* any Level 9 game
Contact Stuart Henderson 61 Stevenson Drive, Edinburgh, EH11 3DU. Tel 031 444 1826

Games *Hobbit, Twin Kingdom Valley, Urban Upstart, Pirate Adventure, Heroes of Karn, Mystery of Munroe Manor, The Golden Baton, Ten Little Indians, Escape from Pulsar 7*
Contact Ian McDougall 50 Drum Brae Drive, Edinburgh, EH4 7DS
Please note Amer Butt's phone number (October issue) has now been changed. For queries write to 702 Bolton Road, Pendlebury, Manchester M27 2EL, enclosing an sae.
Help offered on *Twin Kingdom Valley, Golden Baton, Arrow of Death Pt 1, Wizard of Akyrz, Feasibility Experiment, Hobbit*, and *Pirate Adventure*

Help wanted

Game *Rescue from Castle Dread*, Vic 20
How to get past the mirror?
Address Stuart A Hara 21 Rockfield Street, Dundee, DD2 1LD.

Game *Wizard and Princess*, Vic 20
How do I get through the maze?
Address P Delaney, 45 Toynham Crescent, Norris Green, Liverpool, L11 3BH.

Game *Quest for the Holy Grail*, Spectrum
How do I get past the knight who says 'Nice'?

Game *Urban Upstart*, Spectrum
How to take off?
Address Neville Blenkinsopp 14 Rush Park, Bishop Auckland, Co Durham, DL14 6NR

Game *Twin Kingdom Valley*
How to kill dragon and find silver key?
Address Andrew Griffin, 40 Harford Drive, Watford, Herts, WD1 3DG. Tel Watford 23133.

Game *Inferno*, Spectrum
How do you get past the 7th circle?
Also

Game *Mountains of Ket*
How do you get to the mountain?
Address Andrew Stoddard, 81 Ashfield Square, Berryhill, Buckhill, Stoke on Trent, S12 9LW.

Game *Urban Upstart*
Any help appreciated
Address Lee Taylor, 25 Ennerdale Drive, Sunnybank, Bury, BL9 8HY.

Game *Hobbit*
How do I escape from the Goblin's Dungeon?
Address Jason Spencer, 25 Brookfield Avenue, Sutton, Surrey, SM1 3QW. Tel 01 643 6886.

Game *Alchemist*, Spectrum
What or where are the four parts of the *Spell of Destruction*?
Address P Hunter, 23 Pinder Street, Lawn, Wortley, Leeds, LS12 5LH.

Game *Ship of Doom*
How do I get the key through the keyhole?
Address Benjamin Bawden, 135 Maplewell Road, Woodhouse, Eves, Leics.

To enter the Helpline either to request or offer assistance is a great way to solve your problems and make friends with other adventurers.

Send your name, address, problem, game and the machine you're playing on in a postcard to Adventure Helpline, *Personal Computer Games*, 62 Oxford Street, London W1A 2HG.

You can include your telephone number but you must remember that you may receive many calls. Be sure that the people you trust to help you don't live hundreds of miles away.

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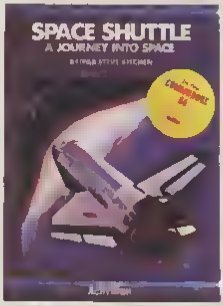
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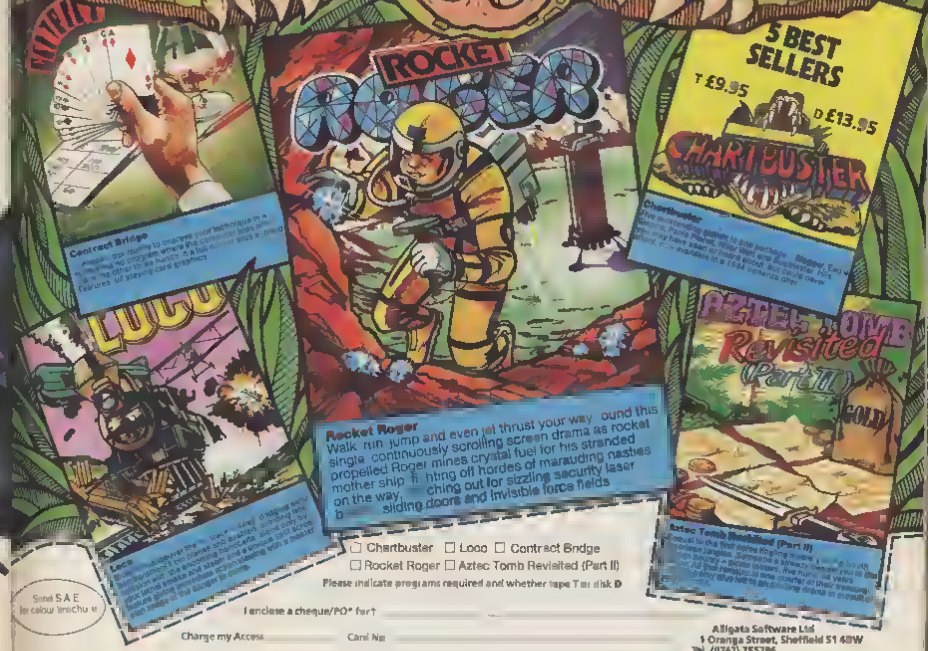
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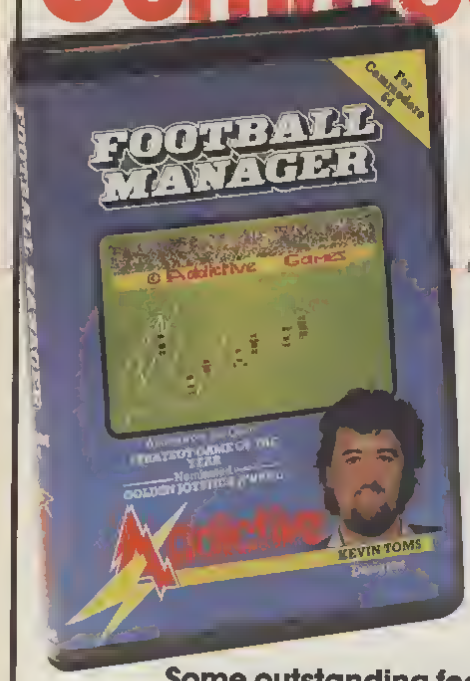
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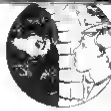
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Two micro athletes risk the dreaded high-score test reem



Gianfranco Manini (left) and Richard Mazzaferri dynamic decathletes at rest

At last! The real decathlon contest of 1984. Forget Daley v Jurgen. That was just a transatlantic mega bore compared to the joystick hammering that took place in the Challenge Chamber when Mazzaferri took on Manini in the supreme test of athletic skill and endurance, Activision's *Decathlon* on the Commodore 64.

And they're not Italian. They're from Scotland, where people have given up tossing cabers and taken up waggling joysticks.

Richard Mazzaferri should be familiar to PCG readers as the *Chuckie Egg* man: he holds the current PCG record with a score of 10 million plus. But there's more to him than that. For a start he isn't even Scottish, let alone Italian. Richard is Australian, but came to the Challenge Chamber from Aberdeen, where his family have been living for the last four years.

He's 16 and has had a Spectrum for six months, in which time he's not only clocked up that *Chuckie Egg* score but also taught himself machine code. He's getting rid of the Spectrum and hopes to get an Enterprise – if and when it's available. He recorded his Chamber entry score of 11 084 on a friend's 64.

Gianfranco Manini is a 15-year old from Glasgow with a genuine accent to prove it. He's a 64 owner and, like Richard, has ambitions to be a programmer. Just now he's starting to learn machine code. Gian's pretty keen on outdoor sports as well as indoor and is school champion at 100 and 200 metres. Maybe it's this kind of training which helped him to a score of 11 117 on *Decathlon*.

Both competitors arrived in London suffering slight train lag from their long journeys but quickly revived when they saw the prizes donated by Activision – five new tapes for the winner, two for the runner up.

Stamina

Both warmed up on the track, gently waggling their joysticks to get them to maximum responsiveness before the contest began. Soon they were under starter's orders for the first of the ten events – the 100m – in this great test of stamina, technique and guts. Off they went, arms and legs pumping on screen, joysticks blurred on the table. The eye couldn't separate them... but the clock gave victory to Gian in a time of 9.52 seconds, a mere six-hundredths of a second ahead of Richard.

Straight over to the pit now for the long jump. Speed counts for a lot here, but so does timing. Gian's technique – accelerating in the last third of the runway – didn't pay off this time. His first jump brought a disappointing 7.87 and the exclamation 'Damn'.

Richard had the better of it, reaching 8.55m with his first jump – the best of his three. The pressure told on Gian. Straining for a big one on jump two he fouled. Playing safe on jump three, he made a paltry 7.69m. So Richard had made up the points deficit and went into the lead.

Sportsmanship

Next came the first strength event, the shot put. Here disaster befell Gian as he fouled on all three attempts. But sportsmanship saved him. Accepting that his

THE GREAT DECATHLON DUEL

failure was entirely due to the use of an unfamiliar joystick with a tricky automatic fire button Richard magnanimously agreed to let Gian reput the shot at the end of the contest

Richard himself threw an impressive 22 08m bringing a tidy haul of points

They were both for the high jump now Here honours were divided They cleared 2 2m with ease but agreed that 2 4m was virtually impossible They were right

Back to the track for that killing event the 400m On paper Gian was the faster – but only by two tenths of a second Off they went waggling furiously neck and neck for 20 seconds But around 200m Gian suddenly put in a tremendous surge He left Richard for dead and pulled even further away on the final bend smashing his record with a time of 42 46 Richard came in one and a half seconds behind losing valuable points

The tables were turned in the 110m hurdles where Richard s superior pick up and stride pattern brought him a convincing victory in 12 86 Undaunted Gian went out and threw the discus 67 90m gaining 20 points more than Richard s 66 32

The pole vault followed a similar pattern to the high jump Plain sailing up to 5 0m no success at all at what Gian called the impossible height of 5 2

Superhuman

the penultimate event was the javelin Gian put in a big throw of 93 49m and it looked as though Richard would be left behind But with his last attempt a superhuman effort saw his javelin sailing 94 10m snatching victory and extra points

And so to the last event – the 1500m By now Richard had 10 006 points and Gian 8839 – with his shot put still to come So these four testing laps were crucial If they got very similar scores Richard would probably take the gold medal If Gian could win convincingly then he would still have a chance of snatching victory with his shot put

Exhausting

So these two supremely fit joystick wagglers settled down to the exhausting finale of a great contest They set off at a gentle pace – there was at least three and half minutes of this to come At 600m they were still level and the first beads of sweat were beginning to roll down their tired faces On and on they went their bodies bending ever closer to the screen as fatigue caught up with them

At 1300m it was time to start thinking about putting in a sprint finish Calling on their last reserves of energy they put everything into their joysticks

Richard seemed to have little left Gian waggled and pulled away to breast the tape in 3 35 77 while Richard came through in 3 36 90 The scores Richard 11 106 Gian 9 940 – but with one event the shot put still to come Gian needed to score 1 167 to win – and that means a pretty hefty put



● Richard waggles away



The big one

His first attempt went 21 59m – 1153 points Not quite enough Tension mounted in the Challenge Chamber as he prepared for his next throw He heaved away and gave a roar of delight convinced he d done it And he had 22 17m for 1 184 points, giving him a total of 11 125

So it was victory to Gian by a mere *nineteen* points Disappointment for Richard but he can take consolation in his great sportsmanship and two Activision tapes The Gold Medal and five tapes to Gianfranco Manini – the Challenge Chamber s Decathlete of 1984

The scores to beat

ARABIAN NIGHTS (CBM 64)

★ 21 125 Paul Turton Nottingham
★ 21 050 Andrew Miles Bridgnorth
★ 21 025 Adrian Keasley Walsall

BEACH-HEAD (Spectrum)

★ 703 280 Matthew Smith Wickford Essex
★ 605 000 W Rotchell, Corsham Wilts
★ 546 000 Jason Latif, Ruislip Middx.

BONGO (Vic 20)

★ 11 027 500 Paul Robertshaw Hatfield Manchester
★ 3 002 000 Paul Caines Wolverhampton
★ 2 790 000 Ronnie Stewart Letham Perth





● Gian in the pit

BOZO'S NIGHT OUT (CBM 64)
★ 50 Pints Julian Dusk London

BUZZARD BAIT (Dragon)
★ 86 100 Derek Liddle Hartlepool

CHARIOT RACE (Vic 20)
★ 7101 Kevin Smith Twickenham

CHUCKIE EGG (BBC)
★ 5 127 130 Bhesh Patel Wrexham
★ 4 065 670 Alistair Hindle Kirkcaldy
★ 3 074 080 Ian Cook Braintree

CHUCKIE EGG (Spectrum)
★ 10 338 550 Richard Mazzaferri Aberdeen
★ 8 079 540 Steven Taylor Warrington
★ 6 604 470 Raymond Graham Birkenhead

CHUCKIE EGG (Dragon)
★ 5 100 360 Paul Rivers Oxford
★ 2 349 000 David Brant St Austell
★ 1 062 650 Robert Field Church Stretton Shropshire

CODE NAME MAT (Spectrum)
★ 1244 Gary Jarvis Catford London
★ 1131 Richard Kuban Woking
★ 1080 Marcus Honeysett Bournemouth Dorset

DEATHCHASE (Spectrum)
★ 418 479 Mark Johnstin Arbroath
★ 285 898 Mark Errington Stanley Co Durham
★ 252 113 John Dunne Streatham London

DALEY THOMPSON'S DECATHLON (Spectrum)
★ 612 846 Martin Hughes Bedford
★ 205 039 Nicholas Gunn Dunfermline
★ 183 927 Mark Gunn Dunfermline

DECATHLON (CBM 64)
★ 11 125 Gianfranco Mannu Glasgow
★ 11 106 Richard Mazzaferri Glasgow
★ 11 008 Paul Stamp Redcar

ENCOUNTER (CBM 64)
★ 632 200 Julian Venus Winchester
★ 194 500 Mark Hula Bristol

FORBIDDEN FOREST (CBM 64)
★ 1 001 088 Stephen Campbell Dunlins
★ 841 401 David Martin Ramsgate
★ 837 241 John Kelly Castlelord

FORTY NINER (ZXB1)
★ 150 885 Richard Hill Tamworth
★ 48 906 Matthew Gearing Wrington Avon
★ 30 150 Paul Greenley Hull

FRAK! (BBC)
★ 612 000 David Baltimore Pembroke
★ 312 550 Jason Robinson Darlington
★ 289 500 Jonathan Muscaty Portishead

GRIDRUNNER (Vic 20)
★ 744 100 Stephen Tomlinson Ashton
★ 542 420 Steven Bell Barking
★ 333 790 Paul Muldment Titchurst

HUNCHBACK (Spectrum)
★ 8 540 600 Richard Johnson Kings Lynn
★ 8 692 100 Henry Featherstone Prestatyn
★ 5 281 000 Raymond McCormick Kirkcaldy

JAMMIN' (CBM 64)
★ 887 061 Duncan Heath Norwich
★ 699 573 Cameron Heath Norwich
★ 421 570 Pierluigi Cerruti London

LOCO (CBM 64)
★ 1 000 000 Paul Harper Eelpham
★ 499 500 Kevin Baker Dumbarton
★ 450 300 Luke Patterson Stamford Lines

LUNAR JETMAN (Spectrum)
★ 382 520 John Elliott Falkirk
★ 317 870 Nicholas Booth Clevedon Avon
★ 203 810 David Martin Ramsgate

REVENGE OF THE MUTANT CAMELS (CBM 64)
★ 2 956 068 Scott Welsh Batley
★ 2 600 000 Andrew Jones Prestatyn
★ 2 287 000 Tom Burton Saxmundham Norfolk

SHEEP IN SPACE (CBM 64)
★ 1 831 552 James Atherton Sheffield
★ 1 240 000 Tom Burton Saxmundham Norfolk
★ 1 14 . 00tt John Nellis Birmingham

SABRE WULF (Spectrum)
★ 7mins 29secs (50) Mark Hibbet Peterborough
★ 7mins 30secs (61) Trevor Simkinson Boroughbridge Yorks

STOP THE EXPRESS (Spectrum)
★ 14 750 Jane Westwood Brighouse Yorks
★ 12 270 Michael Alcorne Cumbernauld Glasgow

OK – I'll dare the Challenge Chamber

(This portion to be filled in by witness)

Name
Address

Telephone no (if possible)

Game
My score is
in a game lasting mins secs
Signed

Machine
scored on (date)

Name
Address
Telephone no (if possible)
Occupation
I confirm that the above claimed score is genuine
Signed

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Datapen

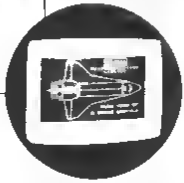
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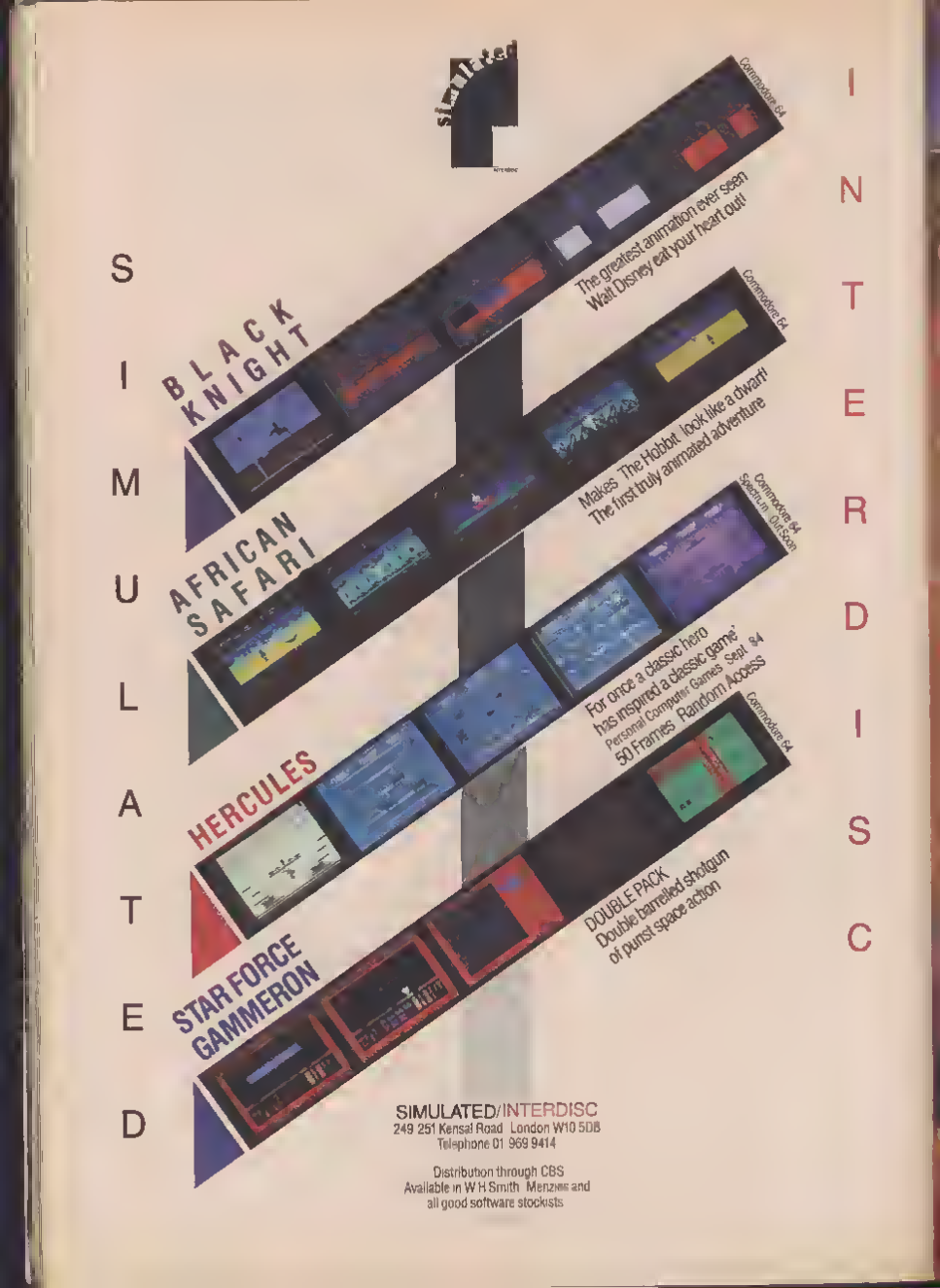
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TRICKS 'N TACTICS

PCG tips on high scoring in your favourite games

Staying alive in Combat

Durell's *Combat Lynx* for the 48K Spectrum features stunning 3D graphics and an extremely demanding task. MD of Durell ROBERT WHITE reveals how to survive



At the start of each game use the main screen to get the coordinate positions of all the bases and write these down on a piece of paper for quick reference.

About 20 enemy vehicles will be trundling towards each of your bases including Base 0. After they have wiped out any of the bases other than Base 0 those vehicles are then re-directed to join the forces moving against Base 0.

It is essential that you protect Base 0 as this is your only inexhaustable supply of troops and fuel so your first mission should be to lay mines around it. The mine fields can be breached by two enemy tanks hitting them so to play safe you should place a minefield two squares wide all around Base 0 in a complete square. Make sure you don't land on them by mistake.

By the time you have laid the minefield you will probably be receiving reports of attacks on the other bases. These may not always be instantly fatal but you are well advised to respond as quickly as possible. I had up with the maximum quantity of wire guided anti-tank missiles a few mines and some heat seeking air to air missiles and fly to save the attacked base.

The unguided weapon systems are difficult to use and relatively inefficient but do start a great deal of weight. So after laying some mines your best course of action is probably to load up with the light air weapons and hit the mobile enemy vehicles (for [illegible] Tank).

Some [illegible] points [illegible] ments [illegible] formation. It was [illegible] to that enemy [illegible] you should [illegible] turkey shoot [illegible] forcements will [illegible] together.

To play the game [illegible] do need to restick [illegible] any make will work EXCEPT the Kempston. A single joystick will work without the need to redefine the keyboard but if you want to really have fun and use two joysticks you will have to set up a new keyboard definition and this is how I set up my particular joystick. Redefining the keys of joysticks is straightforward except for the last three prompts. Base Mantissa Position and Number.

The Base Mantissa key would normally be the SYMBOL SHIFT which when pressed with a Base Number key (normally Q W E R T in 1) would tell you the state of your troops at that base. Similarly the Base Position key would normally be the CAPS SHIFT. The confusing bit in this key's definition sequence is the Base Number key which would normally be ANY ONE of the keys in the row that continues Q W E R T and P. So after you have been given the Base Number prompt if you press ANY ONE of the keys in the row that starts A S D and ends with ENTER you now have number keys will be numbered with A Base 1 S=Base 2 and ENTER=Base 0. Now you know why it takes so long to train helicopter pilots.

Ten tips for Frankie

EXCLUSIVE

Frank N Stein **that wacky and entertaining platform game for the 48K Spectrum was a hit in our October issue. It comes from PSS so we asked their programming manager CAMPBELL McCAUSLAND to reveal his tips on playing the game.**

1 Use the Electric Shock to reduce the reading on the voltmeter if it gets too high but make sure you're going to be safe whilst paralysed.

2 When trying to deactivate the monster take a few moments to study the layout and positioning of the obstacles before starting as timing is the key at this stage.

3 Beware if using a spring when one of Frank's creations is above you. Even if the beast is a level above the one you're trying to reach Frank could head butt it (this is very terminal).

4 When collecting the bones go for left halves first. You have to get the bits in the right order.

5 Always think twice before jumping or sliding down on an unfamiliar screen remember that it isn't always easy to get back up again!

6 Watch out for ice running up to an abyss once you've stepped on it it's a one way ticket to oblivion.

7 On some screens the only way to complete them is to wait for the creatures to get into the right pattern so that you arrive at a spring just as one of you foes is moving out of the way. Once you have hit on the right combination memorise it this will save you a lot of grief later.

8 A few screens enable you to jump on a spring and activate the tripswitch from below watch out for these it may save you precious seconds.

9 On deactivation screens if you have to wait for a creature above to move out of the way don't hang around the spring you want to use. It hits the way to wind up with a cannonball between the eyes.

10 Remember that it takes time to slide down a pole so go *before* a creature is out of the way he'll be long gone by the time you reach the bottom!

Good luck

GO FOR GOLD

Various versions of Decathlon have been causing arm exhaustion throughout the nation. Here are some tips from micro athlete Karl Wadsack of Fordingbridge, Hants based on Activision's version for the CBM 64

JOYSTICKS You need a very strong joystick with a good wide base and a large [illegible] of movement. I have used the Wico range but I also like the Quickshot II.

THROWING EVENTS Do not waggle the joystick too hard until you are just coming up to the line of throwing. In JAVELIN this means waiting until the 10m line and in DISCUS and SHOT wait until you are roughly half way between your starting position and the throwing line. Always continue joystick waggle during the actual throw or your speed will drop dramatically.

LONG JUMP The technique is very similar to that of the throwing events (especially Javelin). Conserve energy during the run up for a concentrated burst over the last 10-15m. I have found it best to jump halfway through the last stride of the run up. The take off position is quite difficult to judge.

HIGH JUMP Over the earlier rounds keep a constant but fairly brisk pace during the run up making sure that you conserve energy for the higher jumps and particularly the 400m which follows. The best technique is to accelerate into the jumps so that the head of the jumper just passes in front of the bar.

POLE VAULT As in the high jump accelerate into the vault and practice planting the pole right in the box. When to release the pole is for you to work out – at 90 degrees isn't always the best technique.

100M Just remember to start wiggling when get set flashes up to get as near as possible a flyer on your opponent. Wiggle frantically for the whole race. There is no real need to look at your character during the race – instead if you look up to see yourself 10m down on your opponent it has the uncanny effect of causing you to lose all will to continue. Just look at your stick and concentrate on keeping up a good rhythm. Also try to ignore the jeers of losing opponents which tends to make you lose concentration.

400M As for the 100m but if at all possible conserve a little energy because the 110m hurdles follows.

110 HURDLES The same technique as for the sprints except it is vital that you clear each hurdle safely – one trip slows you down enough to not only lose the race but in some cases the whole Decathlon.

1500M The killer last event training is vital. My technique has been to train my right hand (I am left handed) to carry me through the easy but very long middle stages from 20-1300 metres.

My sprint arm felt in my crisis is used for a flyer at the start and the gruelling last 200m sprint. This conserves energy for the sprint which is vital but practice a smooth change over between hands or this technique will be useless.

And some more suggestions from Tim Bowden of Wrington, Avon

100M Just concentrate on the speed bar. Don't hold the stick but quickly knock it back and forth. Learn to flick your wrist as in badminton.

SHOT PUT Launch just before the line. Keep waggling in mid air.

400M Waggle madly but use RUN/STOP when you want a rest. (*Cheat – Ed*)

POLE VAULT Learn trajectory patterns. Wiggle in mid air and plant pole at last possible moment. Release when pole is vertical.

110m HURDLES Wait at the start position. After the gun has fired do not run but wait until the timer reaches 970 000. This takes about 1 minute 15 minutes. Then run as quickly as possible (no need to jump over hurdles) to one stride before the finish line and stop.

By now the timer should read about 985 00. Now wait at this position until 999 99 then take the final step to pass over the line. Because the timer resets to 000 00 your finish time should read a mere 000 10 (and gain you lots of points).

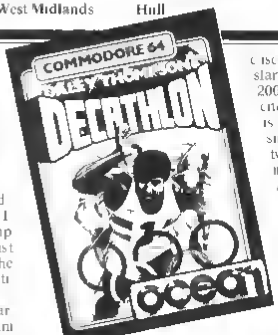
Martin Cleaver
Hull

DECATHLON BUGS

If you can't spare the time to improve your technique, there are other ways of ensuring a high score

(Spectrum)
LONG JUMP If you make a very short jump landing about 1cm after the line the little bloke goes wrong. He reads it as over 200m. With this I can get over 9 000.
Stephen Albrow
Oulton Broad, Suffolk

HIGH JUMP If you are good enough to get to 2.30m in the high jump you can jump UNDER the bar. All you do is keep your finger on the jump key when just under the actual bar. This allows you to get as high as 2.70m but then the bar automatically falls off.
Martin Lea
Solihull, West Midlands



MINI TIPS

GALAXY

(Commodore 64)
By holding down the F1 key while pressing the RESTORE one can play the game in slow motion.
G Kangis
Woking, Surrey

FOOTBALL MANAGER

(Spectrum)
If you press 1 key during match highlights the screen will change and you will get another chance to score.
Tim Bowden
Wrington, Avon

Astra aid

Zia Chaudri and James Fragel from Morden, Surrey reveal their winning ways with *Ad Astra*, the 48K Spectrum game from Gargoyle

1 If you fire while trying to dodge planets between each sheet the planets seem to come higher allowing you to stay safe at the bottom of the screen.

2 On sheets 1, 2, 4 and 6 where groups of aliens come toward you stick to one side of the screen. As soon as the aliens fire move to the other side constantly shooting.

3 On sheet 3 let any part of your ship get fired at apart from the F1. Keep the tip of your firing range just touching the alien ship.

4 Sheet 5 try not to get cornered by two or three enemy ships as they zig zag to the bottom of the screen. Concentrate on trying to kill one ship at a time and as quickly as possible.

5 Finally on all sheets try not to move further than needed as a slight touch of controls may move you further than expected. This could result in destruction.

Ultimate pokes

Andrew Cousins reveals how to obtain extra lives in *Lunar Jetman* and *Trans-Am*.

LUNAR JETMAN

To load and clear the program's Basic loader by entering

MERGE"" NEW

When the OK prompt appears on screen stop the tape and type in (or load from another cassette)

```
10 POKE 23693,71
   BORDER 0: CLEAR 32767
20 INK 0
   LOAD ""SCREEN$
   LOAD ""CODE
30 LOAD""CODE: LOAD
   CODE
40 POKE 23439,201: PRINT
   USR 23424
50 LOAD' 'CODE
60 POKE 43117,255: PRINT
   USR 32768
70 POKE 3697
```



Now run this program and restart the tape which should continue to load as normal When the game starts however you'll have 255 lives (You can have a lower number of lives by changing the value in line 60 – but 255 is the maximum)

Despite these extra lives the game will still end if your moon buggy is destroyed so if you can't shoot down a missile you should sacrifice a life by deliberately crashing into it

TRANS-AM

To obtain unlimited lives stop the tape after the main block of code has loaded and press BREAK. Then enter

POKE 25446,0: CONTINUE

Restart the tape the progam should continue loading as normal and autorun

ZORGON ZAPPING

Advice for Oric owners on *Zorgon's Revenge* (IJK) comes from 'Kremen' of Barkingside, Essex.

SPIDER MISSION First wait until the bird has released the first egg then carefully run to the quicksand and wait till the rope changes direction at your end. Then jump forward to catch the rope swing across and the second the rope changes direction jump off (The timing is easy if you hold down the right key while on the rope and then just touch jump)

When off the rope run stright under the spider Let the lift go once and then jump on it when the spider is at the top of the thread Run along the top platform jumping all the time to the flashing diamond near the monster Stop then jump upwards and hit the diamond

Make you way back to the lift, running and jumping jump on it then off again when it's near the bottom (but clear of the spider) Wait for the bird to go before you get back on the rope This time let the rope swing twice before jumping off and run back to the start

SPACE MISSION Keep in line with the cuboid at most times until it is quite near then move out Keep shooting Stay close to the centre as this is where the freighter appears

QUADNOG MISSION Run towad the beast jumping his lower lasers when they are about 1cm away Jump for the white higher laser when it is ½cm away – this will reflect the laser to destroy the beast. Get on the lift to the first floor Wait until the first laser disappears, then run past and stop when it appears again

Repeat this process with the second laser and so on When you have hit the flashing diamond, run and jump back (the lasers are deactivated) Take the lift to the top level and kill the second beast

BIRD MISSION At the beginning just run along dodging the falling eggs until you reach the shelter at the other side

Wait for a bird and then walk along underneath it until it swoops a little Then jump and it will carry you to the second level

Run along the bridge dodging eggs until you are at the far side Walk to the edge of the ledge (you should have both feet on it) Wait for the bird to pass jump forward pressing jump and left when the bird's height lowers a little

When you are at the top level just run across at your leisure (unless you're on the hard level in which you will have to dodge the eggs)

LOWERING THE STONE. Run across most of the way then let an egg drop in front of you Now run the rest of the way and hit the switch

CASTLE MISSION Run forward only jumping when a rat's tail is ½cm in front of you Hit the fire switch then turn back carefully and run back to the other switch jumping every so often so that a rat's tail doesn't catch up with you

Repeating this process three times will complete the game I won't tell you what the final fanfare is like!

MINI TIPS

FORTY-NINER

To kill the rats wait till they're following you then go down to the snake's nest and move to the right The snake goes up the tunnel killing most of the rats

Richard Hall,
Tamworth, Staffs

DALEY THOMPSON'S DECATHLON

During the springs hold the joystick on its side and push the stick up and down This is a much easier and less tiring method than having to move it left and right

William Sargent
Richmond, N Yorks

ARCADIA 64 (CBM 64)

Don't buy it

Tim Bowden, Wrington, Avon

Revving at Full Throttle

Advice on Micromega's 3D motor cycling game for the 48K Spectrum comes from Michael Thompson of London who's achieved a first position after five laps of the Silverstone track 33'93 seconds ahead of the field

1 Always keep left put the wheel of the bike close to the far left of the track

2 When turning right if there are any bikers near go off the track a little bit and turn on the zig zag part Keep on this part until the corner is finished (and the bikers are not near you) This actually GAINS time

3 When turning left adjust the angle of the bike to the angle of the track

4 Always keep your hand on accelerate do not brake (*Lunatic! – Ed*)

5 When you are the leader keep up this routine and you will gain a fast time

Rescuing Esmerelda

Gary Blake of Mansfield Woodhouse Notts describes his tactics in the Spectrum version of Ocean's *Hunchback*

1 FIREBALLS You must jump early and it is safer to wait after jumping the 2nd fireball until you can see the 3rd then jump it

2 THE SWING Wait until it moves between the letters B and O on the word BONUS and then run to the edge of the pit and jump forward You will catch the rope and swing across When it moves between O and N jump forward to the other side

3 THE TURRETS Run up to the first turret and press jump If you keep pressing forward and jump you will jump them without even thinking It is the safest way

4 THE SOLDIERS Don't wait jump the first soldier before it even has time to think about spearing you Then use the method in stage 3

5 SOLDIERS AND FIREBALLS Jump the first soldier and wait for the fireball Jump the second soldier and wait again Then jump the last one

6 THE ARROW Go left and jump the arrow Then turn and do as in stage 3

7 THE SWING As stage 2

8 TWO ARROWS AND SOLDIERS Jump over soldiers and arrows at the same time until you reach the third soldier Wait for the arrow above and jump the bottom arrow twice vertically Then quickly jump the soldier and immediately after jump the next arrow

9 FOUR BELLS AND FIREBALLS Jump the first fireball then very quickly jump onto the first bell After that jump the 2nd fireball and onto the 2nd bell Jump onto the third bell and then over the fireball onto the last bell Jump quickly onto the land and over the last fireball

10 TWO ARROWS The same as stage 6 but look out!

11 TWO FIREBALLS Quickly jump the 1st turret then jump vertically when the fireballs meet After that jump one turret with a fireball

12 TWO ARROWS AND SOLDIERS Similar to stage 6 but after jumping the first arrow you must wait for the soldier After jumping the 2nd turret you must jump vertically to avoid the bottom arrow then jump the final soldier

13 FIREBALLS AND SOLDIERS As 11

14 FOUR BELLS AND TWO ARROWS Jump onto the first bell as you jump the first arrow Similarly for the second bell Then jump quickly onto the next bell Finally jump onto the last bell as you jump the 3rd arrow Wait for the arrow above to go and jump onto the ground then over the final arrow immediately

15 ESMERELDA As 13

Winning ways for Wally

EXCLUSIVE

Interceptor's *Trollie Wallie* for the Commodore 64 is really addictive It's also very difficult so we persuaded its programmer ANDREW CHALLICE to pass on some tips.

MOVING FLOORS When walking around the supermarket you should always keep in mind which way conveyor belts and moving floors take you Conveyor belts go to the left, moving floors to the right If you remember this then you will be able to avoid hazards more easily

2ND JOYSTICK When trying to collect the second joystick follow these steps

1 Push Wallie into the wall on the far left 2 Tap the joystick to the right so that Wallie faces to the right but has his back touching the left wall 3 Press fire and push the joystick upwards 4 Immediately without letting go of the fire button push the joystick to the left jumping twice 5 When the joystick has been collected jump to the right immediately

THE SUPERMARKET It is best to explore the supermarket at first finding the locations of the food/objects Remember if you have only one more object to collect do not enter into long stretches where retracing your steps is impossible as you'll have a bigger chance of losing another life If possible keep your steps to a minimum

When trying to pass the **blue monster** in order to reach the checkout the following is advisable Sit and wait on the ladder below the conveyor belt until the blue monster has passed to the left of you Then climb up onto the belt and keep jumping to the right until you reach the ladder on the other side of the chamber This ladder will lead you to the slide which finishes near the checkout

TRAPS There are many traps dead ends and creatures to avoid so remember the following Anything that moves (excluding conveyor belts and floors) is likely to kill you if you touch it There also appear at various places around the supermarket **Death Ladders** which lead to spikes **Death Blocks** which lead to dead ends and **Chasms** some of which lead to spikes and others to huge drops

BONUS To gain maximum points try leaving objects close to the checkout alone and then after offloading your last five items collect these and return for a high bonus

FOOTNOTE Don't give up in parts of the supermarket which don't seem possible Explore it to the full and learn from your experiences It HAS been done

Manic Miner

Michael Pease of Norwich gives some invaluable tips for cheating on the CBM 64 version of this classic

TO FINITE LIVES

1 Load the first section of the program

2 Stop the tape and turn off your 64

3 Turn on the 64 and type LOAD "" 1

(This loads the machine code without running it)

4 Once it has loaded enter POKE 16575,234

POKE 16572,234

POKE 16571,234

5 Now enter SYS 16390

The game will now begin But you now have an infinite number of lives it will dispose

TO JUMP LEVELS

1 Follow procedure 1-5 above

2 Type SYS 16390

3 Now break into the program by pressing Run/Stop Restore

4 Now enter SYS 16347

This will put you onto the next level

5 Press the A key and then S You can now continue to play as normal

Both these routines can be combined so you don't need to re-load for each

We wouldn't want Spectrum owners to feel left out so here's a quick repeat of the method for infinite lives and jumping levels *(PCG April)*

Load the first part of the program using

MERGE "" LIST

When the program lists stop the tape and enter

25 POKE 35136,0

followed by RUN

Restart the tape load the program and you should have infinite lives

If you also want to jump levels the method varies according to whether you have the Bug Byte or Software Projects version of *Manic Miner* for the Bug Byte type in the numbers 6031769 when a game is running and reboot should appear on screen For the Software Projects version type the word WEEDLE Now you can jump levels by holding down simultaneous combinations of the number keys from 1 to 6

Boogaboo that Dragon!

Tim Bowden of Wrington, Avon describes how you can trap the dragon in the '64 version of Quicksilva's challenging game *Boogaboo the Flea*.

1 When the dragon appears, move slowly, luring him after you.

2 Go to the right-hand venus fly trap.

3 With the dragon following, hop up the side between blue and grey cliffs.

4 Swiftly leave the dragon half way up the crevice and nip out between the grey and green cliffs.

5 The dragon is now trapped – but don't move too close to him or he will get out!







Merry X-mas

SANTA



MERRY XMAS
SANTA

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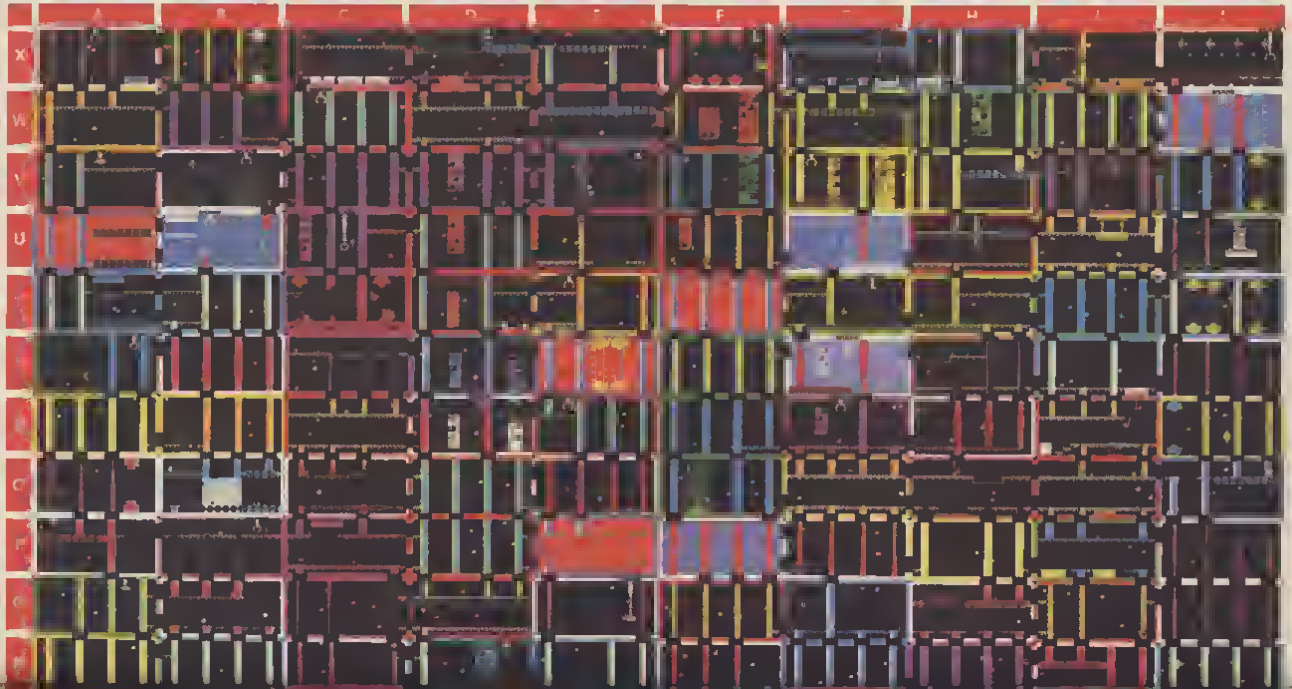
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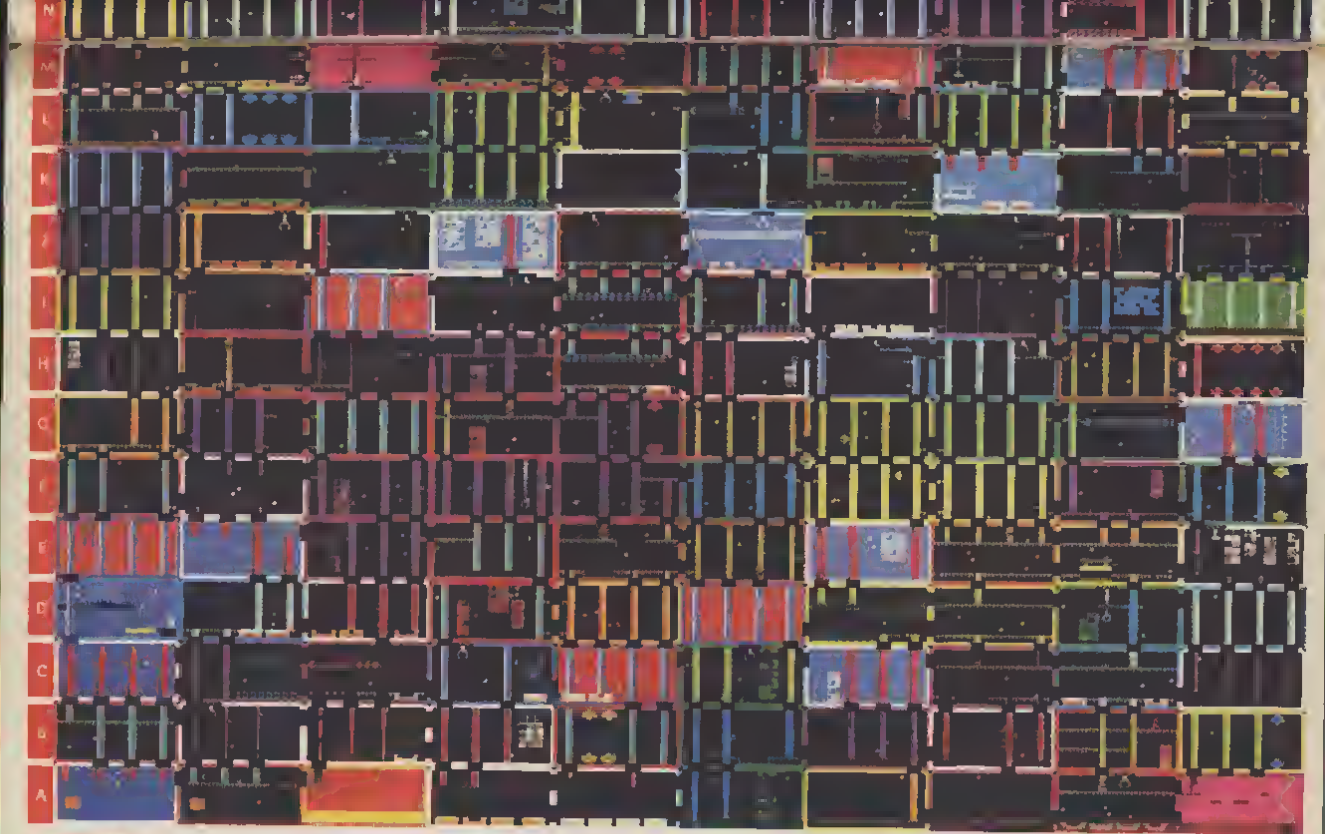
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Here's a great PCG exclusive! A map of all 240 locations in Virgin's arcade-adventure *Strangeloop* for the Spectrum 48K. Location us it actually looks on screen — and then sticking them together. So it's the equivalent of 240 screen-shots! This is (and, soon, the Commodore 64). The map was supplied to us by Virgin who produced it by getting colour printouts of each ' the first time such a large map has been produced this way. See also our *Strangeloop* competition on page 93





STRANGELOOP

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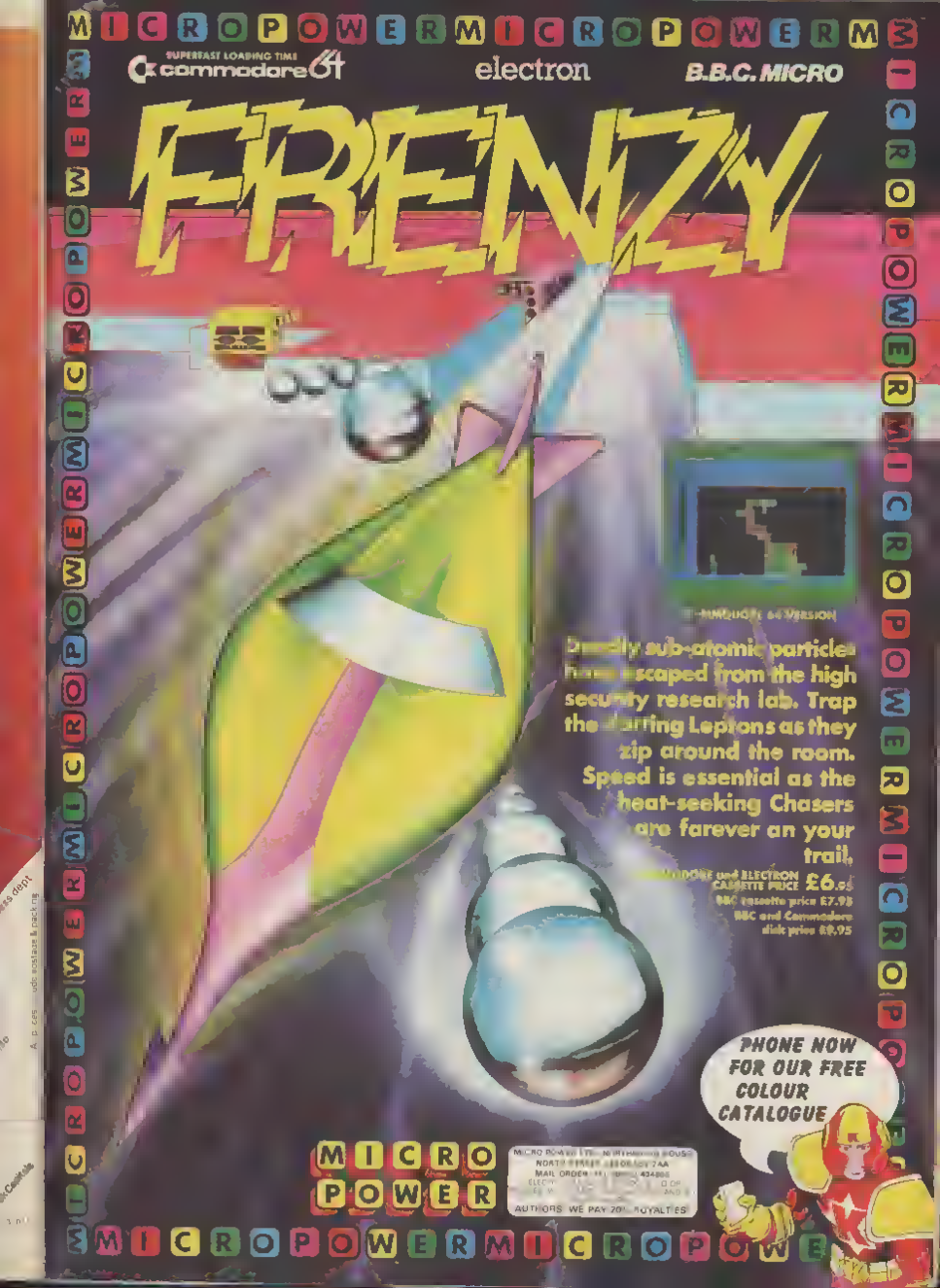
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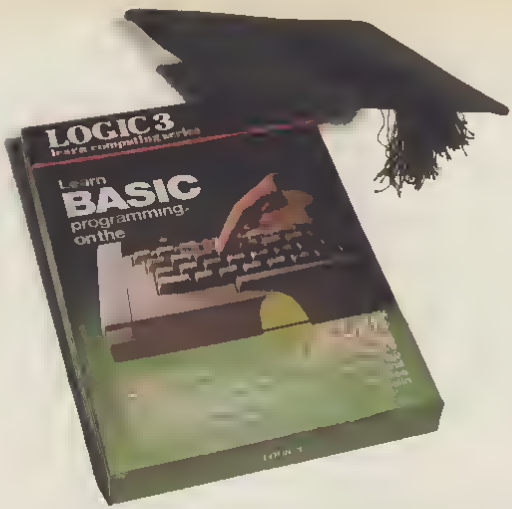
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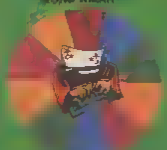




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THE FINAL CONFLICT



The map of Central Helix was completely redrawn this month in an extraordinary series of confrontations.

Gone from mid Helix for the foreseeable future is the Commune who have finally ceded their central territories to the Dominion. Although these losses appear severe however they were predictable and Commune players can now give their undivided attention to their forces on the western borders. Shielded by a lake and neutral Grarg in the north west they have a chance to build up a formidable amount of strength for a renewed push eastwards.

Totally unpredicted however was the manner in which Norland left to the Union leaving the latter with a newly

Forish and Himonia with the loss of only one army. Careful supply and reinforce orders in future could allow the Commune to build up a serious threat to both the Dominion and the Federation. Federation war lords were trying to put a brave face on things last night but there is no doubt that the Super power is now in a rather awkward position.

So what will happen next month? Your votes will decide.

This month's moves

The following orders were carried out by each country as decided by your votes.

DOMINION
Islamul AR Jorlon BA Conlon RO

UNION NOBBLES NORLAND

conquered country AND a staggering 41 armies to defend it. What happened was as follows.

Both Olgrish and Norland cast greedy eyes on Aberstrof and both superpowers attacked. Following the rules of the game the attacking forces were so large that the attackers suffered no losses although of course the Commune forces in Aberstrof were wiped out to a man.

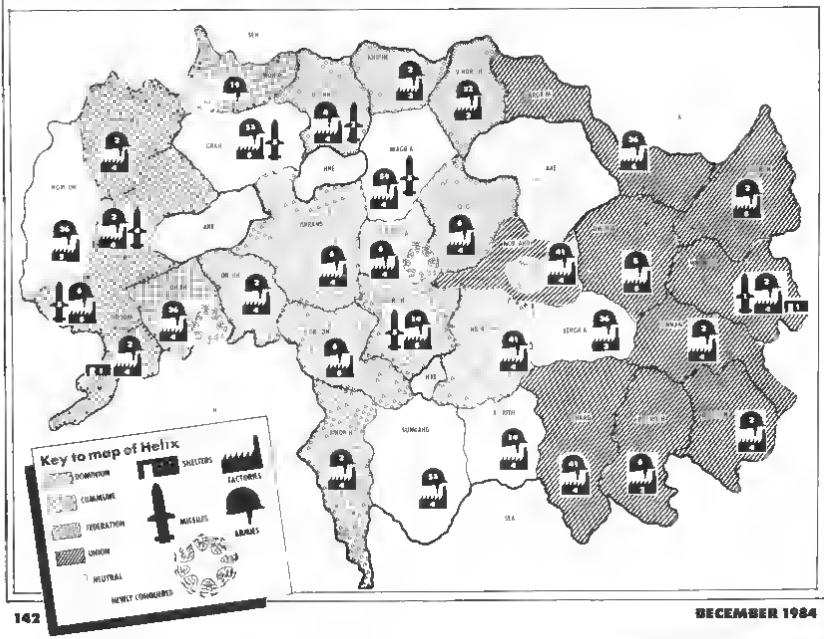
Following the invasion Aberstruf was awarded to the Dominion who had invaded with 53 armies as opposed to the Federation's 11. The Federation armies therefore had to return home empty handed – only to find that HORROR! The Union had invaded Norland with a crushing force of 30 armies while their backs were turned. As a result (and as dictated by the rules) the 11 returning Federation armies were promptly captured by the Union.

Meanwhile although pushed out of the centre the Commune carried out a steady and strategically valuable expansion in the East taking neutral countries Olgrish AA Bikonia RL.

FEDERATION
Knopliet BF Nurlind AA Upland SK Vindrish BA Zurg SV

COMMUNE
Borginia AH Calvria BM Droom AF Elmet AF Rorglia BA Aberstrol BA

UNION
Pugrish RC Quithlin RP Tigron RD Warrish RD Yinkan RC Charg BA Dwerta AN Fargrim BA





Move 6 in our nationwide war-game

WAR LORDS These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

DOMINION Joseph A Johnson London (100) Andrew Woodward Dundee (100) R B Williams Cranleigh (100) Jeffrey Stoneem London (100) R A Wright Chester (100) Dafydd Lloyd West Glamorgan (100) Blair Watt Inverness (100) Christopher Halstead Grimsby (50) N Wilkinson Louth Lincs (20) Mark Smith Birmingham (10) Paul Va VI I Co Isla 10

FEDERATION Chris Powell Gosport (100) Colin Forsyth Bridge of Allen (90) Andrew Hill Birmingham (80) Adam Ainsworth Preston (80) Matt Robinson Croydon (60) Robert Morris Liverpool (50) Darren Taylor South Benfleet (50) Michael Knight Chislehurst (50) Mark Painter Shepperton (50) Barry Evans Stockport (50)

COMMUNE M Nesbitt Loughborough (100) Steven Ogilvie Morpeth (90) Lee Hinton Warley (90) John Pringle South Norwood (90) Daryl Unwin Camberley (90) Henry Crane Bromley (90) J Pickering Hornchurch Andrew Battle Essex (80) Jonathan Clark Brentwood (40) Neil Furnace Merseyside (40)

UNION Alan Sorcer Chesham (100) G M Pallinger Dundee (100) A P Dickinson Preston (100) William Bard London (50) D W Mat Gosport (10) Jonathan Marshall Worthing (10) Jon Swales Kingston 10 G Rogers Edinburgh (30 Sm ter London (30) Le Merseyside (30)

How the game works

On the far off planet of Helix four superpowers are at war
The Union of Golathe States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion
Each of the four powers controls a certain number of the planet Helix s 32 countries Their aim is to capture more territory and any power which manages to gain control over more than half of the planet (i e 17 countries) wins the game

PCG readers playing the game are allocated to a superpower They must then decide how each of the countries controlled by their power should move and vote accordingly The possible moves are

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on Once all four powers moves for each country have been worked out the computer uses the game s detailed rules to calculate the result

Most exciting of all however is the election of the war lords Each month the computer will nominate those players from each superpower who suggested the most effective policies War Lords will have their names printed in the magazine and most importantly will have their voting strengths increased for future games

DOMINION MASTERMIND

I think I am correct in [illegible] at the stroke of a pen forget it You ll have [illegible] gutsy pets in I beat old R B Williams of Cranleigh who is zooming away with most of the voting strength for the once undefeated Dominion At the latest count 406 points adorn his once bare track record

His nearest rival Matt Robinson of Croydon (a budding star) fights on for the Federation On RB s other flank Henry Crane a regular Commune ist from Bromley pits his 181 votes against the odds while the Union s G M Pallinger (Dundee) and Alan Spicer (Chesham) pull together to bring the leaders gang of five to a close with another 181 smackers apiece

Other notables include Joseph A Johnson from Balham (186) the right hand man behind the Dominion s recent success Colin Forsyth (Bridge of Allen) gunning for the Feds with his 191 points Lee Hinton running up a total of 156 for the Commune from his home in Warley and those guys who really know what sticking together means G Rogers up North in Edinburgh and Stephen Alger (London) who re both up and coming with 111

So stauneh of heart and sound in mind (which doesn t leave many of us I forge ahead Everlasting glory awaits you

VOTES HOTLINE

Some players [illegible] experiencing difficulty getting their votes to the PCG offices before the deadline So we have installed a Votes Hotline to use as a last resort It will only be open in the three days before the deadline given in the above form

Dial **01 636 5911** at any time day or night and deliver your message in the following order

1) Give your name and membership code

2) Give the name of each country IN ALPHABETICAL ORDER and the votes you are casting for it

Speak clearly and remember using the Hotline is a last resort Telephone lines are sometimes of poor quality and your message may not be clearly received

The best way to vote is still to use the form provided

● Final Conflict — How to vote

First of all write down the [illegible] countries (IN ALPHABETICAL ORDER) that your power controls Different superpowers control different numbers of countries so some of you will not need to fill in all the lines in the form

Next enter your votes for each country Each vote is made up of just TWO letters For the Attack Launch missiles Reinforce and Supply orders you use the letters A L R or S followed by the first letter of the country to be attacked supplied etc So to vote Attack Dweria you would write AD The other possible votes are Build Armies (BA) Build Missiles (BM) Build Factories (BF) and Build Shelters (BS)

● Final Conflict Voting Form

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Membership code

	Country	Vote
1.		
2.		
3.		
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Post this form to Conflict Voting Personal Computer Games 62 Oxford Street London W1A 2HG All votes must arrive by first post on **23rd November** earlier if at all possible You will have enough time to make your vote provided you make sure you get your copy early either reserve a copy at your local newsagent or take out a subscription

● Final Conflict Entry Form

Complete this form and send it to us You MUST enclose a stamped self addressed envelope We will then send you a rule booklet and your exclusive membership code

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Mike and Peter Gerrard are regular contributors to *Which Micro?* and *Personal Computer News*. Peter Gerrard is the author of many titles in the Duckworth Home Computing list, including the Exploring Adventures series and contributes to *Popular Computing Weekly, Commodore Horizons* and *Micro Adventurer*.



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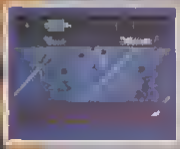


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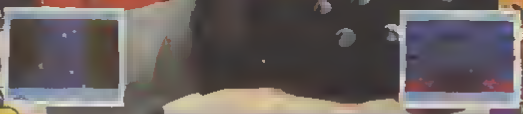












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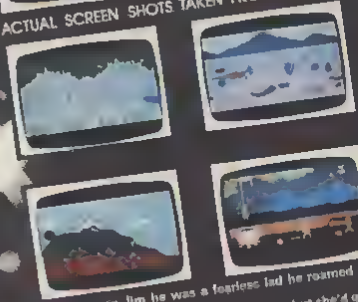
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GOOD BUY

This is the section which lists the games we think are worth buying. It's carefully updated each month both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team. You won't find any seven day wonders here: we know what makes a great game is real lasting interest so we only list the ones that'll keep you at it for hours and hours.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games and their appeal is to do with brain power rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions but one in which you have to explore different locations to achieve your goal. Examples: [illegible]

● **ANIMATION** Movement modelled on a cartoon in which for example characters walk moving their legs instead of simply being a rigid shape which moves around the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a centipede snake shown down the screen and splits up when you hit it.

● **DEFENDER** Fast moving space game in which your ship battles human stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile infested rivers.

● **GALAXIANS** Classic space shoot 'em up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small coloured dots rather than larger blocks.

● **MISSILE COMMANDS** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform each depicted by a different screen picture. Many [illegible] are classic multi-screen games.

● **PAC-MAN** Enjoyable maze game - gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice blocks and use an electrified fence to kill snowbees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Dunkey King* or *Manic Miner*.

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding various springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms digging holes for monsters to fall into.

● **STRATEGY GAME** Typically these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

SPECTRUM GAMES L-Z

TITLE	MEMORY	PRICE	SUPPLIER	COMMENT
Lords of Midnight	48K	9.95	Beyond	The first epic game. 4,000 locations with graphics giving gameplay
Lunar Jetman	48K	5.50	Ultimate	Follow up to *Jet Pac*. Superb - if you can find out what to do
Manic Miner	48K	6.00	Software Projects	Spectrum classic. Guide your miner through 20 crazy screens
Match Point	48K	7.95	Psion	A brilliant and remarkably realistic tennis simulation with incredible detail
Night Gunner	48K	6.95	Digital Integration	Multi-level shoot-'em-up with good 3D graphics
Pssst!	16K	5.50	Ultimate	Use insect spray to save your plants from nasty bugs
Psytraxx	48K	7.95	The Edge	1,000 screens of action in the biggest arcade adventure on the Spectrum
Psytron	48K	9.95	Beyond	3D shoot-'em-up with strategic elements as you defend a space colony
Pyjamarama	48K	6.95	Mikrogen	Colourful arcade adventure packed with teasing problems
Rohotron	48K	9.95	Atari soft	Staggeringly faithful versions of the arcade classic
Sabre Wulf	48K	9.95	Ultimate	Great successor to *Atic Atac*. Help Sabreman search jungle for amulet
Scuba Dive	48K	5.50	Durell	Dive deep for treasure. Beautifully animated sea creatures
Spellbound	48K	5.95	Beyond	Inventive and witty *Q*Bert*-alone with nice arcade graphics
Stop The Express	48K	7.95	Sinclair	Climb along the train dodging the evil tea agents in exciting game
Strangeloop	48K	5.95	Virgin	Explore 240 locations in a weird and wonderful robot factory
Superchess 3.0	48K	8.95	CP Software	Probably the most powerful Spectrum chess program
Tornado Low Level	48K	5.95	Vortex	Guide your aircraft around a 3D scrolling map
Trashman	48K	5.95	New Generation	Vertically scrolling graphics in this computer version of the empty dustbin game
Wanted: Monty Mole	48K	6.95	Gremlin Graphics	Multi-screen platform game with colourful graphics
Worse Things Happen at Sea	48K	5.95	Silversoft	Try not to panic as you frantically patch up a sinking ship



Good Buy

ORIC GAMES N-Z

TITLE	PRICE	SUPPLIER	COMMENT
The Hobb r	t4 95	Melba ne House	Improv vega phics adve ture based on Tolk en novel
The Ultra	6 95	PSS	Class c mult stage space game
Xenon	8 50	IJK	Gripp ng spaces loo e n p
[illegible]	8 9	IJK	n ntes t c o w vout of the Spectr m class c *Mana M* nel

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Back Track	6 50	ve	R ro s eye v ew of the act on n o l r ghtening n s
Blac Head	7 95	Dragon Data	Q*Bert clone on rectangulo p le of blocks
Cashman	8 00	M crodeal	F rst two player platform game on the Dragon
Chuck e Egg	7 90	A&F	Add drve multi level game with deadly ducks
Crusader	6 95	J R Mor son M cros	Rescue the damsel n distress
Dongeo Ranger	8 00	Microdeal	Arcade adventure w th *Kong* style elements
Emp re	6 95	Shards	Computer version of the board game *Risk*
Frankin s Tomb	7 50	Salamander	An eventful text adventure
Frogger	8 00	Microdeal	N ce version of that fam l or arcade game
Kr ngspre	6 95	Beyond	Excellent wor game w th scrolling map
The K ng	8 00	M crodeal	Good vers on of *Donkey Kong*
Tou histone	8 00	Microdeal	Exc t ng game n large underground scroll ng maze
Ligh	6 95	Softek	Enjoy steal g the pterodactyl s egas
[illegible]	6 [illegible]	Salamander	Two pl g me t b ng ds

ATARI GAMES N-Z

TITLE	PRICE	SUPPLIER	COMMENT
Ne [illegible]	30 00	Synapse	W zard bo les th ough se e [illegible] ol mystic monsters
Pole Pos	14 99	Atar	Superb version of the arcad [illegible] ng game
Qix	9 99	Atari	Intriguing terr tor ol possess on a m w th clear graph cs
Shamus	30 00	Synapse	Mult screen arcade adventure
Star Ra ders	9 99	Atar	A cade qual ty 3D space game
[illegible]	9 99	A [illegible]	I [illegible] n B tel tho [illegible] e

BBC GAMES M-Z

TITLE	PRICE	SUPPLIER	COMMENT
M nest c t	9 9	D el	Best *Mon c M* nel oe [illegible] of ve n e Bo t
Planeto d	0 00	Acornsoft	Excellent version of *Defender*
Snapper	10 00	Acornsoft	Marvellous vers on of *Pac Man*
Tw n Kingdom Valley	9 50	B c Byte	Graph c adventure w th over 170 locat ons
Zalaga	6 90	[illegible]	Ar e p ac z pp ng s Ga x ons de ur ve

COMMODORE 64 GAMES J-Z

TITLE	PRICE	SUPPLIER	COMMENT
Jamm n	[illegible] y	Toskset	Funky mus os you t y to captu e the nst [illegible] s tronge game
K le Wu	7 9	Alligato	Destroy the l ghtbulbs and ovo d the monste s in graph colly pretty game
Lazy Jones	7 95	Terminol	Go to work n the video hotel with o drfferent game n every room
Loco	7 95	All gato	Dice w th death n you locomotive to the accompaniment of throbbing mus c
Potty Pigeon	7 95	Gremlin Graph cs	Build o nest and blast your enemies w th lethal dropp ngs
Quo Vad s	9 95	The Edge	Huge arcade adventure explor ng covern system
Revenge of the Mutant Camels	8 00	Llamasoft	3 zarre shoot em-up os camel l ghts through 42 wacky attack waves
Poster Paster	6 90	Toskset	Cover the town with posters n th s compuls ve and very or g nal game
Savage Pond	8 95	Storcode	Survive oggress ve pond life and grow from tadpole to frog
Sheep n Space	7 50	Llamasoft	Another M nter mega zap sheepo ds take on the Zzyax ons
Solo Fl ght	14 95	U S Gold	Very mpressive l ght s mulator
Son of Blagger	7 95	Alligato	Great graph cs great platform game
Storm Warrior	7 95	Front Runner	Orig nal mult stage sword f ght ng game w th good atmosphere
Super P pel ne	6 90	Toskset	Lay a p pel ne w th le f ght ng off the deadly bugs
Tales of the Arab an N ghts	7 00	Interceptor	Eight screens of platform action plus speech
Trashman	7 95	New Generation	Vertically scrolling graphics n compulsive b n-empty ng game
Th ll e Worl e	7 00	Interceptor	Scrolling platform actron and great music n o loony supermarket
Tw n Kingdom Valley	9 50	Bug byte	Super b n mated grooh cs adventure
W [illegible] v Mole	7 95	Grem l n Graph cs	Scroll ng platfo m game w th n o [illegible] veg [illegible] s

VIC 20 GAMES M-Z

TITLE	MEM REQR	PRICE	SUPPLIER	COMMENT
Megavault	Sta	5 50	BeauJolly	Two sc een obs ocle cou se leo ur ng very good graph cs and gameploy
Mya od	16K	6 00	V csoft	Colourful act on packed shoot em up w th 99 levels
Outworld	8K	5 95	Audiogenic	Great graphics n this Mass le Command derrivat ve
Per ls of W lly	16K	5 95	Software Projects	33 screens of *Manic Miner* style platform act on
Pharaoh s Curse	16K	5 95	Hesware	Wacky and entertaining multi screen platform game
Quadrant	Std	6 99	Rom k	Athlet c var ant on *Galax ans*, w th man jump ng and shoot ng
Sp ders of Mars	8K	5 95	Aud ogen c	*Defender* clone w th nsect attens
Star Defence	16K	7 95	An rog	Excellent version of *Defender*



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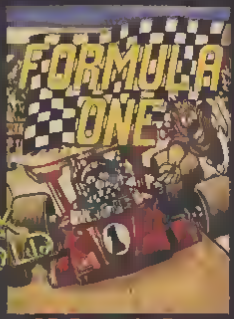
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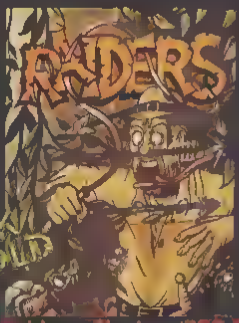
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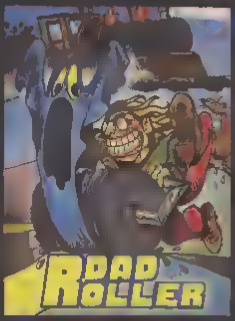


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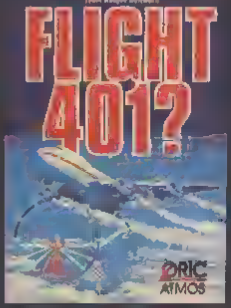


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Road Roller: CBM 64.
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Flight 401? Oric & Atmos.
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ARCADE ANGLE

Bob Wade takes on three slices of slot-machine combat

THE GREAT SWORDSMAN

This game tests your swordsmanship with three weapons the foil, the kendo stick and the scimitar

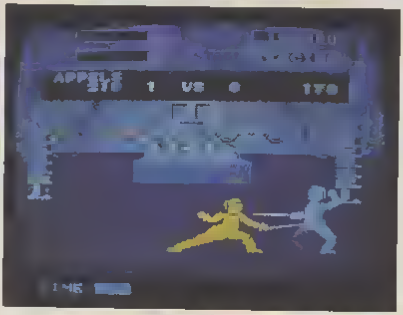
You start with a normal fencing bout in which you control your character's movement and his sword You are limited to forward and back movement and three sword positions raised middle and low Three buttons guide the sword while you determine whether to parry or thrust by moving forward or remaining still

To win each bout you must score five hits on your adversary which is far from easy even at the first level Each hit is marked by the particular section of the body turning purple and the crowd going wild

The key to success is to watch your opponent the whole time and try to block his lunges while getting him into a vulnerable position where you can strike home

Victory in three bouts will bring you to the kendo stage where sticks replace the swords but the same principles apply

Finally if you can conquer five martial masters of the stick, you are placed in a fight to the death with scimitars where a grisly end is bound to befall one of the combatants. There isn't too much variety in the action but there's plenty of skill and concentration needed.



COSMO-SWAT

Big is beautiful in this hit tech version of a clay pigeon shoot. The game consists of a small eggshaped console with two laser guns slotted in the side and connected by a thick cable About three yards in front of it is a large screen approximately five feet high and four feet across on which is depicted a planet scape

The guns are used to shoot small target spacecraft which are projected on the screen and dart around The laser works in rapid fire and a flash of light appears on the screen according to your aim

To start with you have to hit each ship three times the craft spinning away from each shot until the third causes it to explode As the grade gets harder you have to hit the alien four five and finally six times to destroy it.

The movement of the ships gets faster and more evasive as your score increases and makes the audible ready warning essential as you tense yourself for the craft's imminent arrival

The target flies from either the bottom left or right of the screen and so you need to keep the shoulder mounted gun trained to the centre of the display until it appears

The metal gun butt is a little uncomfortable but otherwise this is a great substitute for blowing bits of clay into little pieces and scattering them all over the place



KARATE CHAMP

Confucius he say Man lying on back in arcade covered in bruises has been playing *Karate Champ*

Yet another physically punishing game has arrived and will have you hacking away at computer opponents (or even your friends) with your hands and feet. You control a white clad oriental figure in a battle of skill and timing where you have to try and floor your determined foe

The action is controlled by two joysticks which when used in conjunction can produce up to 30 different movements

The left joystick controls your general body position – forward back squat or jump while the right joystick controls the precise attack you make

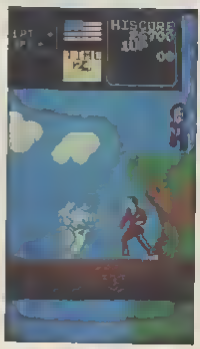
For instance if you move the left joystick forward then moving the right one up right or down will result in high front or low kicks respectively

Your computer opponent has the same repertoire of attacks but in the first few fights uses fairly simple tactics which can be easily overcome

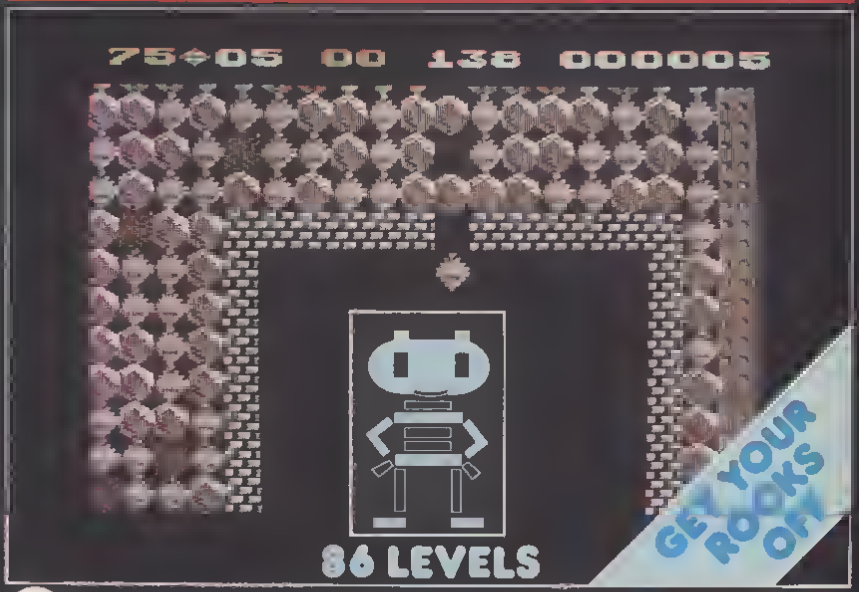
In each struggle you are fighting for the hand of a fair maiden and have to score two points to win the match Most knockdowns gain only a half point but a particularly well executed one can bring a full point and a hefty scoring bonus

You start as a first dan and every two match victories move you up a dan and onto a new background setting in which to fight Each match has to be completed in 30 seconds and between dans you have bunos screens against flying plants tiles and balls

Your opponents get more experienced as you progress and on the higher dans you will find yourself somersaulting kicking and generally flinging your man all over the screen



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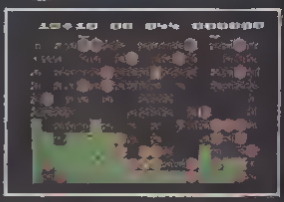
JOYSTICK

BOULDER dash

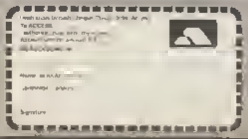
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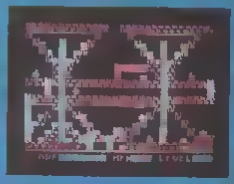
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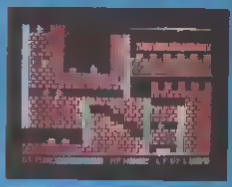
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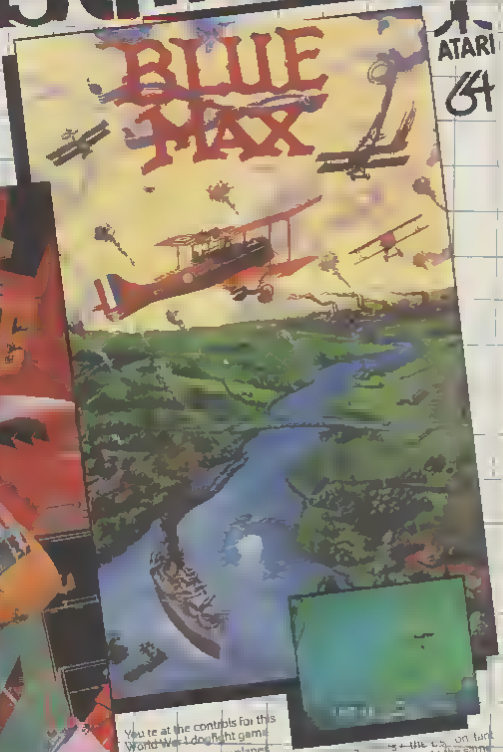
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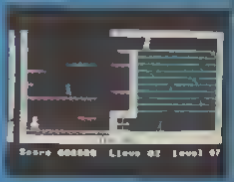
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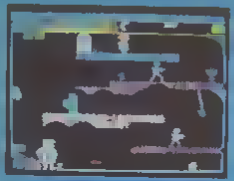
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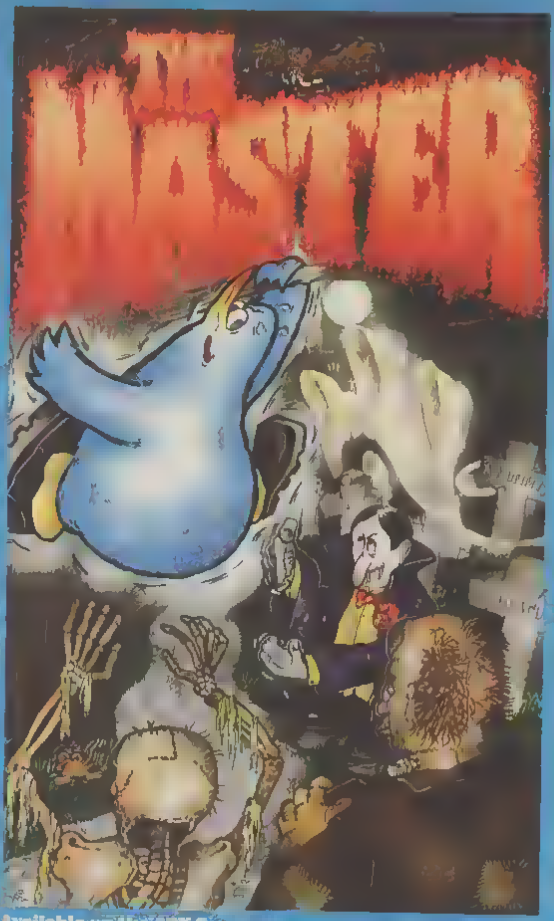
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PCG January issue is out December 13th. Only 75p!!

GAME OF THE YEAR

It's the question everyone's asking. What was the best game of 1984? Was it *Sabre Wulf*? or *Jet Set Willy*?

Could it have been the highly original *Lords of Midnight*? Or the massive *Quo Vadis*? What about *Pyjamarama*, *Boulder Dash* and *Ancipital*? Or the BBC's *Elite* and *Frak*!

We've been playing all these games and next month we'll reveal who we're awarding the title to. We'll also unveil a whole string of other awards for 1984 including

- best Vic, Dragon and Oric games of the year
- most innovative release
- the year's best graphics
- most played game
- best shoot-em-up

And on the negative side

- biggest disappointment of the year
- biggest hype
- most sexist game plot
- worst ripoff

You may not agree with our decisions – but you can't afford to miss them!



Fall Guy exclusive

You've seen the TV series, now here comes the computer game! *Fall Guy* from Elite offers ten different screens and five different levels of stunt action – we'll be bringing you its first review.

You'll also get a chance to enter an amazing stunt competition. The winner will be taken to a special display by the Magnificent Seven motorcycle stunt team. Not just that – he'll be able to ride on the back of a bike as it's driven through a wall of flames!

Like we said, this competition is hot!

The wait for Underwurlde

The two new titles from Ultimate, *Underwurlde* and *Knight Lore*, have been keenly awaited by the Spectrum game playing community. A delayed release date prevented us reviewing them in this issue – but look out next month!

They won't be the only hot reviews. Remarkable new titles are flooding in on all machines in an attempt to grab a slice of the Christmas action. We'll tell you which have what it takes, and which are naff.

PLUS

- Special playing tips on *Quo Vadis*, *Elite* and stacks of other games
- 1985 diary – a hilarious look at what the new year has in store
- How to score high at *Defender*. In depth advice from the arcades

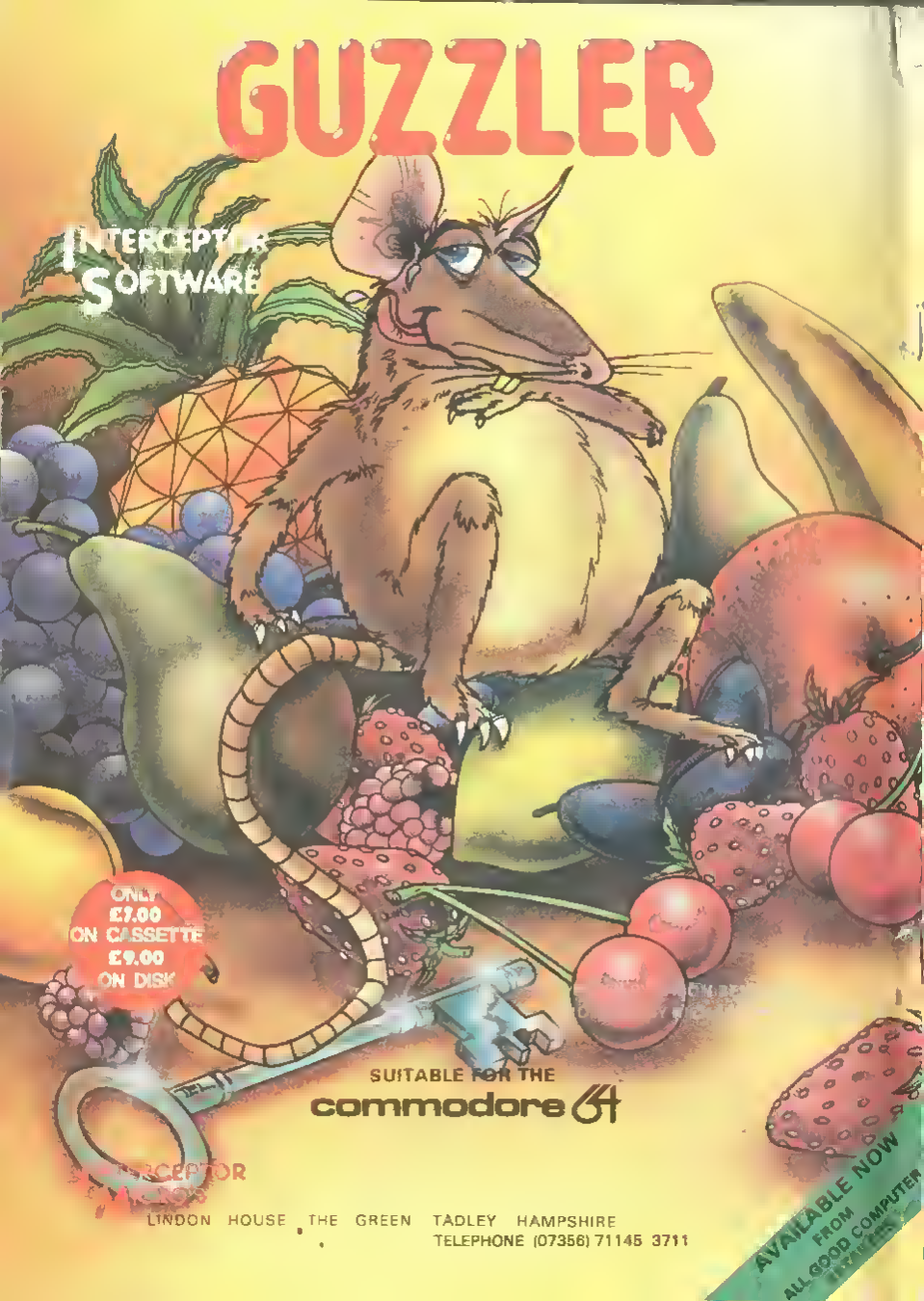
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